THE PLAYSTATION 3 MAGAZINE

PSM3

Christmas 2007
Issue 95 £3.99
www.psm3mag.com

PlayStation 3 | Play[illegible]P

REVIEWED

Call of Duty 4 | NFS: Pro Street
Kane & Lynch | Guitar Hero 3
The Simpsons Game
AND MORE!

EXCLUSIVE

GOLDEN AXE: BEAST RIDER

Sega's risky remake tramples its 2D roots – first screens

ASSASSIN'S CREED

We've finished it – PSM3 delivers the cutting truth

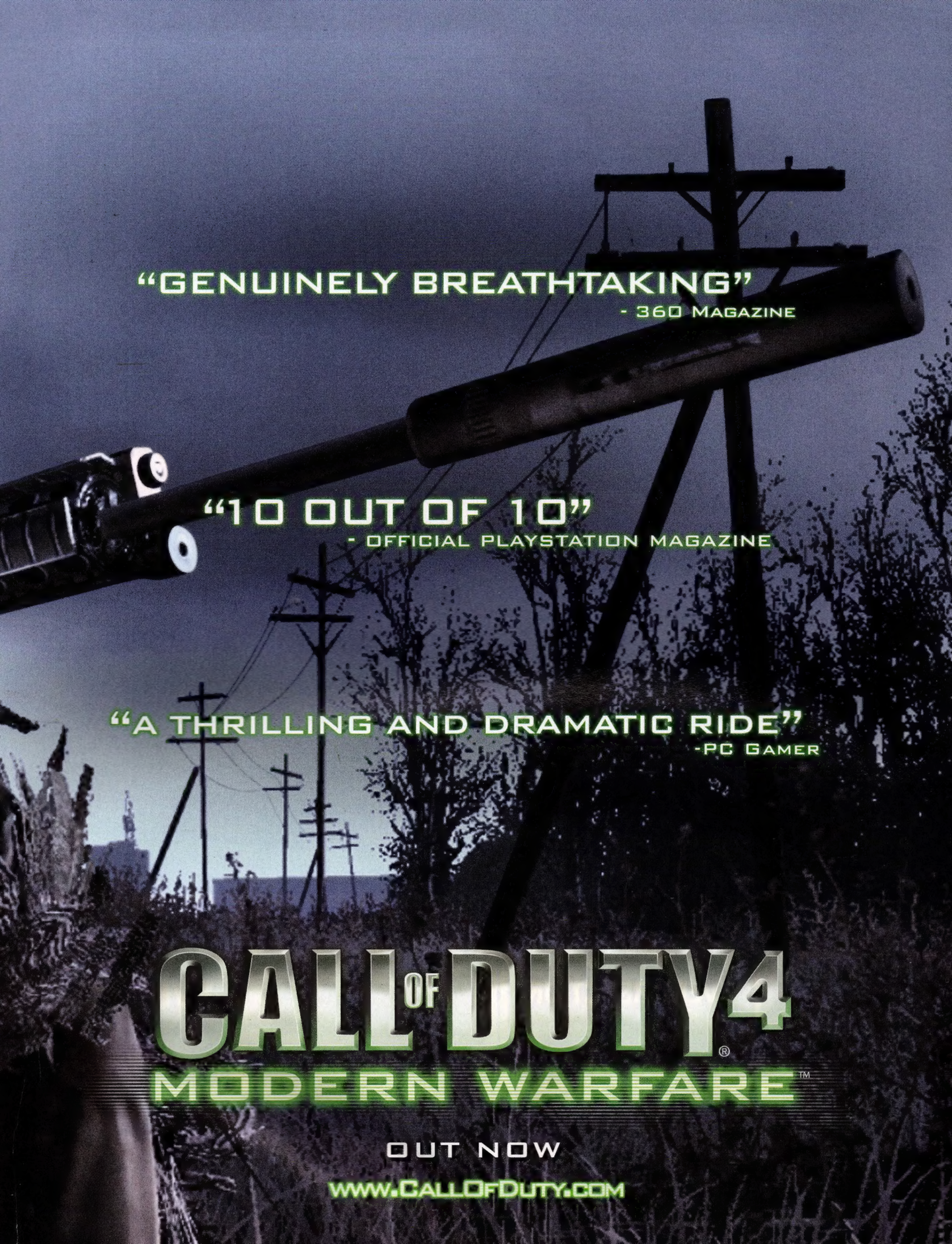
15

Future
MEDIA WITH PASSION

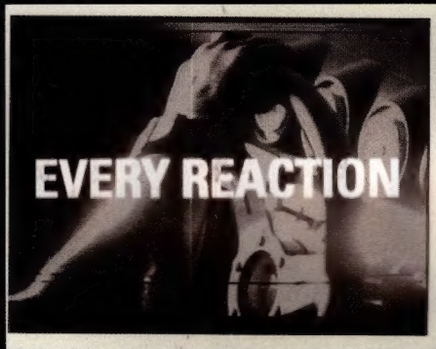
CHRISTMAS 2007 £3.99

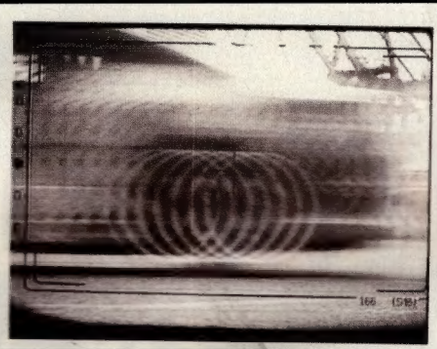
9 771752 262008 13>

© 2007 Activision Publishing, Inc. Activision and Call of Duty are registered trademarks and Modern Warfare is a trademark of Activision Publishing, Inc. All rights reserved. This product contains software technology licensed from Id Software ("Id Technology"). Id Technology © 1999-2007 Id Software, Inc. "PlayStation," "PS" "PlayStation" and "PLAYSTATION" are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies. NINTENDO AND NINTENDO DS ARE TRADEMARKS OF NINTENDO. All rights reserved. All other trademarks and trade names are the properties of their respective owners.


"GENUINELY BREATHTAKING"
- 360 MAGAZINE
"10 OUT OF 10"
- OFFICIAL PLAYSTATION MAGAZINE
"A THRILLING AND DRAMATIC RIDE"
-PC GAMER
CALL OF DUTY 4
MODERN WARFARE
OUT NOW
WWW.CALLOFDUTY.COM

NEEDFORSPEED.COM

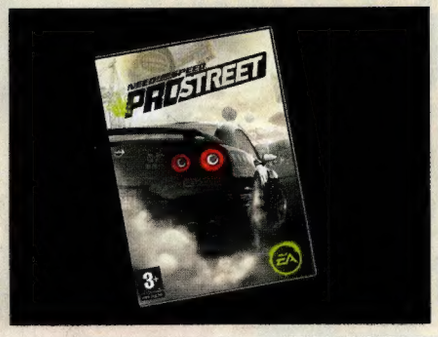




3+ www.pegi.info

PlayStation.2 PLAYSTATION.3 Wii NINTENDO DS. XBOX 360 LIVE 3 PC DVD ROM

IN STORES FROM 23 NOVEMBER



© 2007 Electronic Arts Inc. EA, the EA logo and Need for Speed are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All Rights Reserved. 'Nissan' and the names, logos, marks and designs of the NISSAN products are trademarks and/or intellectual property rights of NISSAN MOTOR CO., LTD. and used under license to Electronic Arts Inc. Toyota, Lexus, Supra, Corolla, IS350 and associated symbols, emblems and designs are intellectual property of Toyota Motor Corporation and used with permission. "PlayStation", "PLAYSTATION", "PS" Family logo and "PSP" are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies. NINTENDO DS, Wii AND THE Wii LOGO ARE TRADEMARKS OF NINTENDO. All other trademarks are the property of their respective owners.

10 PLAYABLE DEMOS!

INCLUDING FIFA 08, PES 2008 & SPIDER-MAN: FOF

PlayStation®2 OFFICIAL MAGAZINE UK

SEGA SUPERSTARS TENNIS

SONIC'S SMASH HIT UNCOVERED INSIDE!

PRO EVOLUTION SOCCER 2008 REVIEW AND DEMO!

+ THE SIMPSONS FIRST PS2 REVIEW!

ON SALE NOW!

PSM3 Start

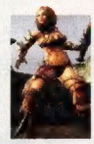
"Worried by PS3 delays? Trust the talking pig"

OK, so *Metal Gear Solid 4's* been delayed, along with *Unreal Tournament*, *Blacksite*, *The Orange Box* and... well, *yes*... but there's cast-iron proof that everything will be alright on page 98 in the form of a talking pig who made us cry. Ubisoft's classic *Beyond Good & Evil* didn't arrive until *three years* into PS2's life, when developers were more comfortable with the hardware. PS3's development troubles are a simple case of history repeating – as our exclusive investigation on page 12 proves. For now, we'll struggle along with *Call Of Duty 4* (page 56), *Assassin's Creed* (first review on page 22) and rubbish like *Guitar Hero 3* (page 90). Don't worry – things will get 'better' soon...

In the making of this issue of PSM3...
One remarkably stress-free deadline
7 weeks completion time for *one* feature
2,353 dead soldiers

Daniel Dawkins Editor
psm3@futurenet.co.uk

The PSM3 Promise



The sharpest opinions Every bit of the magazine is dedicated to giving you more information. If we're worried that a feature in a game isn't working, we'll not only tell you about it, but we'll have a word with the developer too.

The biggest games Fact is, if a game makes it into the pages of PSM3 then it's something worth knowing about. PSM3 says no to lazy page fillers and boring 'me too' games.

The richest detail We finish every game we review. Our secrets are the result of us playing the game and finding them ourselves. We've got what you want to know and tell you how you want to hear it.

The most committed videogame mag team The PSM3 team live and breathe PlayStation. There's no game we haven't played and there's no end to our quest for knowledge and gaming greatness.

The best DVD action We've got the best DVD in the business. We cram it with the best PS3, PS2 and PSP games each and every month. For free.

Three to read first...

"The game makes you look like a spectacular badass"
Can **Assassin's Creed** outdo *Hitman*'s bodycount? – page 22

"Makes a mockery of *Resistance*"
Call Of Duty 4 simply astounds – page 56

"You'll curse and fume, and then you'll laugh your ass off"
Do the gags in **The Simpsons Game** cover the cracks? – page 70

PSM3 Christmas 2007 Issue 95 psm3mag.com
The PlayStation 3 Magazine

Start

12 Frontline
Metal Gear, Unreal 3, Blacksite, Army Of Two... why are so many PS3 games being delayed? PSM3 quizzes the industry, with mixed results.

22 Assassin's Creed
Arguably, the most mysterious, debated game on PS3 – but does it deliver? We've finished it. Read the definitive review.

32 Previews
Golden Axe 32
Brutal Legend 36
Uncharted: Drake's Fortune 38
Bionic Commando 40

44 Your Space: Letters
Rants, raves and rumbles from readers. Plus see who made it into our MySpace Top Eight this month.

48 Reader Critic
Think reviewing is easy? You try it. This month, you take apart *FIFA 08, Splinter Cell* and *The Sopranos*.

49 YouTube
The greatest gamer videos around, including a spectacular Street Fighter samba. Smart.

50 Subscriptions
Free Spider-Man 3 Blu-Ray and your mag delivered to your door every month – sounds like a good deal, no?

"He makes Agent 47 look like an amateur" COVER FEATURE

Assassin's Creed: the definitive review – page 22

55 Reviews

Assassin's Creed	22
Call Of Duty 4	56
Need For Speed ProStreet	62
Lego Star Wars: The Complete Saga	66
Beowulf	68
The Simpsons Game	70
Silent Hill Origins	74
Kane & Lynch: Dead Men	76
Guitar Hero 3	80
Crash Of The Titans	82
SOCOM Tactical Strike	82
Thrillville: Off The Rails	82
Jackass: The Game	82
SingStar R&B	82
The Sims: Castaway	83
High School Musical: Sing It	83

86 Extended Play
Playing PlayStation longer, harder, deeper.

86 Celebration
Burnout is top of the driving game pile-up.

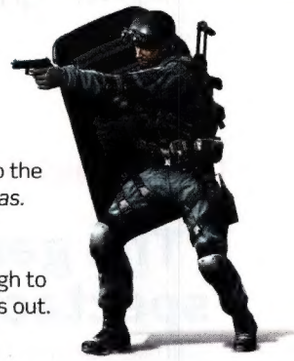
88 Genius
The 10 greatest moments in *Ratchet & Clank: Tools Of Destruction*

92 Exploits
The most outlandish disguises in *Hitman Blood Money*.

94 Secrets
Gathering up a million roses in *We Love Katamari*. Aw.

95 Easter Eggs
Featuring *Skate, King Of Fighters* and *Stranglehold*.

95 Cheats
Wayne Rooney in *Tiger Woods*? Oh, EA, what will you do next?



96 Online
We take a gamble and delve into the online world of *Rainbow Six Vegas*.

98 Classic
Why *Beyond Good & Evil* is enough to make a grown man bawl his eyes out.

100 Browser
PS3 Playlist 100 Movies 100 XMB In-Depth 101 PS2 Playlist 102 Why Didn't Anyone Buy...? 103 Charts 103 PSP Playlist 104 Nice Apps 105 Early Warning System 105

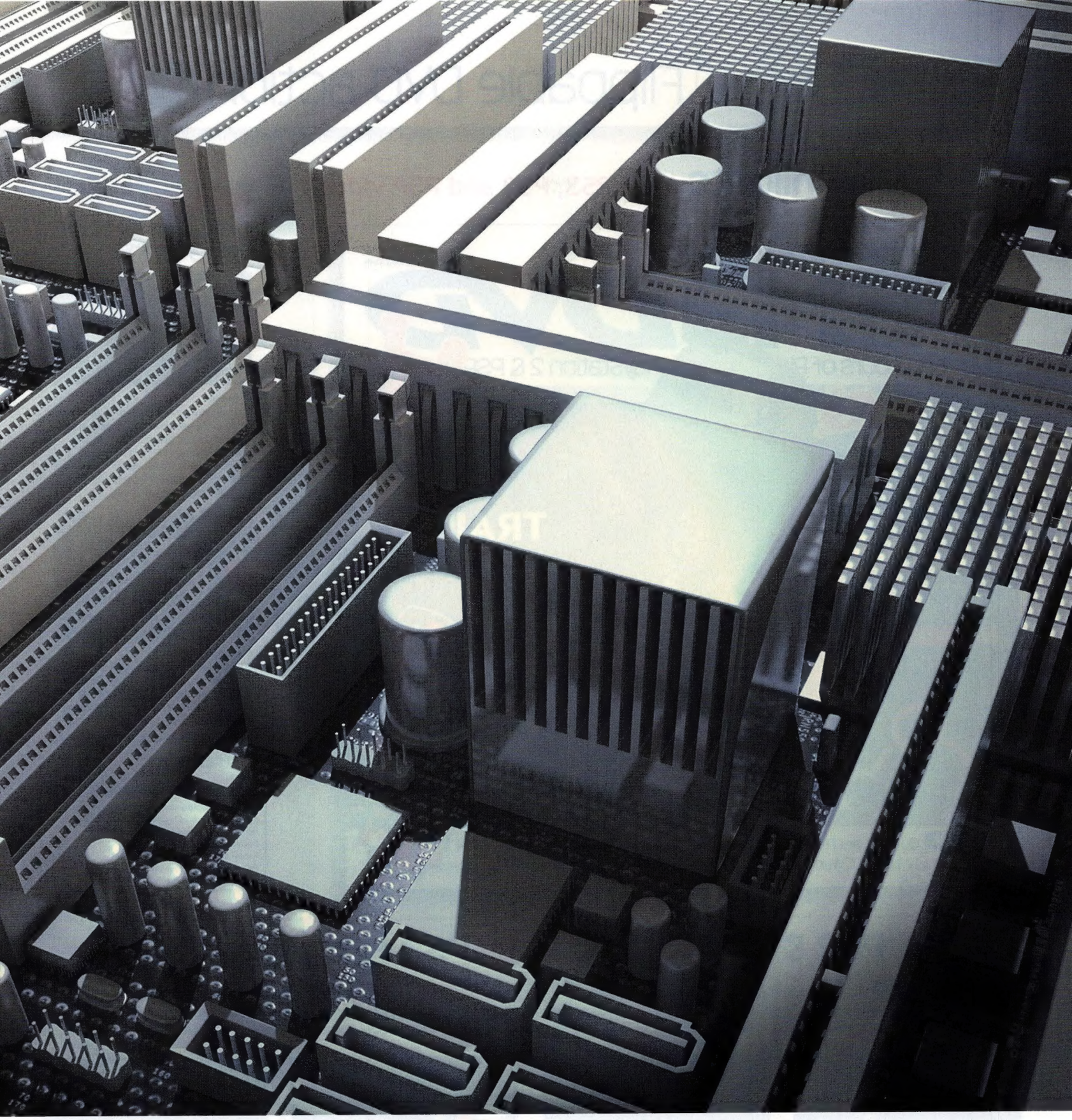
113 Next Month
All the good stuff that'll be in issue 96.

114 The Last Laugh
Ha! Ha! Hahahahahahaha. Etc.

"It's rubbish – but you won't care"

The sheer hilarity of **The Simpsons Game** saves it from a good kicking – page 70

Peephole Uncharted page 38



Without your computer expertise we wouldn't get off the ground.

The RAF uses some pretty impressive hardware. As a result, we rely on some even more impressive software. We need Communication and Information Systems Specialists to supervise and oversee one of the biggest, most technologically advanced networks in the world. This net needs to draw in all available battle information and link it to our aircrafts' weapons systems. It isn't only vital to the RAF. It's vital to the country. Simply put, without you, the RAF can't take off.

Text SYSTEM followed by your email address to 88RAF (88723)
rafcareers.com

ROYAL AIR FORCE

The Royal Air Force values every individual's unique contribution, irrespective of race, ethnic origin, religion, gender, sexual orientation or social background.

DVD Highlights New PS3, PS2 and PSP videos

THE PLAYSTATION.3 MAGAZINE
PSM3 DVD
For more videos, go to: www.psm3mag.com
Over two hours of PlayStation 2 & PSP
LITTLE BIG PLANET
All-new HD action from PS3's happiest game
HD FOOTAGE
JAM-PACKED
74 GAME TRAILERS
All the hottest games on PS3, PS2 and PSP
15
FEATURING Quake Wars | Metal Gear Online | Rock Band | Assassin's Creed | MGS4 Soul Calibur IV | God Of War: Chains Of Olympus | Devil May Cry 4 | Silent Hill V | More

SIDE 2: HOW TO

Copy your HD files onto your PS3

Step one
You need to download the hi-def movies onto your hard drive to view them properly. Insert Side B of the disc into your PS3, then click across to Video on the cross-media bar. Select the disc and press △. Choose Display All from the menu, and highlight the trailers you want to Copy and download.

Step two
The trailers will download to your hard drive in a few minutes or less. When they're done, they'll appear as rolling video thumbnails – click ⊗ to play your chosen HD movie. Enjoy.

recycle

Respect the Environment

Throwing away old or surplus discs?
If you would like your CDs and DVDs to be recycled rather than put into landfill, please post them to:
Polymer-Reprocessors,
Reeds Lane, Moreton, Wirral, CH46 1DW
Please respect the environment and dispose of waste plastic responsibly.

PS3, PS2 & PSP footage

SIDE A: DVD FOOTAGE All-new footage of all the biggest PS3 games, including *Assassin's Creed, Burnout Paradise, MoH: Airborne* and loads more – and listen out for our no-holds-barred audio reviews, too.

Silent Hill V
The latest *SH5* trailer looks solid enough, but the uninspired flesh shapes verge on a parody of *SH2*.

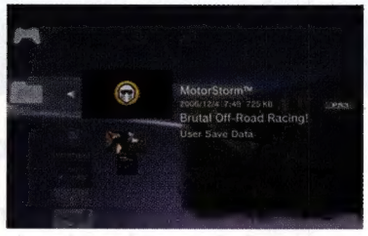
Metal Gear Online
Expect a demo of *MGO* bundled with *Metal Gear 4* – which has, sadly, been delayed until May/June. Bah.

+ Dark Sector | **Devil May Cry 4** | White Knight Chronicles | **Yakuza 3** | More

PS3 HD video files

SIDE B: PS3 HD FILES Want to see games in true Hi-Definition? Our HD files – which need to be downloaded to your hard drive (see above) – include *Rock Band, NFS ProStreet, Soul Calibur IV* and a whole load more. Don't miss out.

LittleBigPlanet
Sony's 'DIY' platformer looks irresistible *and* confusing – but makes perfect sense hands-on.



PS3 Game Saves
To get 100% complete PS3/PSP game saves (we've got over 150), copy these files to a memory stick.

+ Afrika | **Metal Gear Online** | Crisis Core | **Rainy Woods** | Blacksite | **More**

STARRING SOON IN A LIVING ROOM NEAR YOU.

The blockbuster movie trivia game comes to Xbox 360™ featuring four easy-to-use, Big Button Controllers. And with 1,800 all-new questions, including movie clips in HD, you'll rarely see the same one twice. All of which can turn your next party into an epic premiere.

xbox.com/sceneit

12

Microsoft game studios

© 2007 Microsoft Corporation. All rights reserved. Scene It? and Screenlife are registered trademarks of Screenlife, LLC. © 2007 Screenlife, LLC. All rights reserved.

Jump in.

XBOX 360™

Frontline

Hard new

PS3 REPORT

Why are so many PS3 games delayed?

PS3's development maze explained...

Not sure how 'on the record' we can be on this one," replied one UK developer. "Our developer didn't feel best-suited to answer the question," sidestepped one PR (representing *Assassin's Creed*). In fact, almost *every* developer we contacted declined to comment on why so many PS3 games are being delayed. What's going on?

"I think PS3 is a waste of time. Investing in the Cell chip gives you no long-term benefits," blasts Valve's Gabe Newell (developer of *Half-Life*), " You don't gain anything except a hatred of the architecture." PS3's complex innards – powered by the Cell chip processor containing *seven* SPEs (synergistic processor elements), which work in parallel – have been berated by many developers. But while it's *different* to Xbox 360, Julian Eggebrecht, of *Lair* developer Factor Five, argues you should develop on PS3 first: "Microsoft's 360 engine isn't created with multicore (processors) in mind. If you try to get that over to the PS3, you're in for a bad surprise. If you create first on the PS3, it's pretty easy to port to the 360."

Ninja theory

Ninja Gaiden developer Yosuke Hayashi says there are no excuses. "When we first got our hands on PS3, it took us a while to get into the flow, because the way Sony do things is a little different. Developers that say it's hard are missing the point. It sounds like an excuse to the consumer to us."

It seems the quality of 'middleware' software tools provided by Sony is/was making it harder to create games for PS3's complex Cell chip. "Middleware like the *Unreal* engine just doesn't perform as it should on PS3," reveals an (anonymous) leading UK developer, "If Epic can't get their own game [*Unreal Tournament 3*] out using their own tech, what help has anyone else got?" Sony hailed the 'optimised' *Unreal* engine at E3, but its been blamed for delays by others too. "*Unreal* engine difficulties have put the PS3 version of *Frontlines* a couple to three months behind," reveals THQ boss Brian Farrell.

On the bright side, initial PS3 problems are lifting. "For our first wave of next-gen games... lead development was on the Xbox 360, due to its earlier introduction and larger installed base", admits Midway CEO David F Zucker, "We ran into some issues on PS3 that have taken more time than expected... but we believe that these are now complete. In 2008, we expect the PS3 versions of our titles to ship the same day as Xbox 360". Meanwhile, developers like Evolution (*MotorStorm*) claim they've

Why *CoD4* rocks

***CoD4* is arguably better on PS3 than Xbox 360, with more players online. Why? "We had two separate teams working on both versions from the start. We had our best programmers on the PS3 and it shows. Most developers only focus on a single platform, then quickly port the game over to another one. You don't get very good results that way," reveals Infinity Ward's Vince Zampella.**

ON THE DISC
See Team Fortress 2, and loads more, on the disc, now
The Orange Box
PLAYSTATION 3
MEDAL OF HONOR
BORNE
STRANGLEHOLD
The PC version's shipped – where's the PS3 game?

Orange Box Valve coded the PC/Xbox 360 version, but the PS3 game's been outsourced to an internal EA studio.

only tapped 15-20% of PS3's power, a view backed by Activision CEO Robert Kotick: "Few games take advantage of PS3's powerful, multicore processor... but in the next four or five years this will change." Expect major improvements in 2008, with PS3-led projects like *Metal Gear Solid 4*, *Killzone 2* and *LittleBigPlanet*. Multi-format delays will evaporate too, with *Call Of Duty 4* a shining example.

Why are developers reluctant to comment? Ask ex-Sony employee John Robinson, who was fired for leaking anti-PS3 comments online way back in Feb 2006. Since then, Sony have acted more humbly, allegedly 'pleading' with developers to stick with them according to a report in the San Jose Mercury News. PS3's future, it seems, lies in action, not words.

Pub Sony | **Dev** Sony | **ETA** TBC

Slipped — How long are PS3 games delayed?

The top five PS3 game delays – and how far they lag behind the other versions

360 release: 7/09/07
PS3 release: 7/12/07
Released way back in September on Xbox 360, EA denied all knowledge of PS3 code – until it inexplicably plopped onto our desk at the stroke of deadline. It looks identical to the Xbox version, mind. Review next issue.
DELAY: Three months

360 release: 16/11/07
PS3 release: 2008 TBC
We've seen it running on PS3 back at the Leipzig Games Show, but the majority of the levels shown were on the 360. The PS3 game won't be out until 2008 – we suspect it's a strategic sales-based decision, mind.
DELAY: Two/three months

360 release: 19/10/07
PS3 release: TBC
PSM3 revealed that the PS3 version was being developed by an in-house EA studio in the UK, since orginal developers Valve were struggling with PS3. We're yet to see code, but it should be the same. We'll be *real* sad if it isn't.
DELAY: One month

360 release: N/A
PS3 release: Q2 2008
Mercifully, a delay based on the *readiness* of the game, not technical problems – well, we hope that's the case, anyway. Kojima's game are done when they're done, and we're actually glad if it makes for a better game.
DELAY: Three months

PC release: 16/11/07
PS3 release: TBC
The makers of the much-debated *Unreal* middleware engine have had to delay their own game – but it's nothing sinister. We've seen PS3 code and it looks incredibly fluid and sharp – the delay is just a tweaking issue, it seems.
DELAY: Two months

ON THE DISC
You can see *White Knight Story* on this issue's disc

The Opinionator

"Come on, Sony – just show us the games..."

Have you seen Sony America's new PS3 advert? It's brilliant. It's got loud rock music, exciting footage of exclusive games and pushes Blu-ray by showing a bit of Spider-Man 3. It makes you want to own a PS3, and happy if you already do. Watch it (http://tinyurl.com/2zpkl), and then watch one of the old This Is Living adverts (http://tinyurl.com/24h5h4). What's more attractive to consumers? *Exactly*. Sony need to ditch the ambiguous 'oh-aren't-we-clever?' arthouse stuff, and just show people what the machine can do.

=

+

=

Helping brand

This isn't a cease and desist order – we don't mind eccentric ads, but be sure to blast potential PS3 buyers with searing, red hot images of *Drake's Fortune*, *Gran Turismo*, *Ratchet & Clank* and *Warhawk* too. Show them *Home*, and how slick the Network is. Make the games look sexy, tell everyone about how great Blu-ray is – in an obvious, accessible way – and convince people that if they buy PS3, they're buying the future. Or just project a vivid sexual image onto the Houses of Parliament with 'BUY A PS3' on it in massive, bold letters. **Andy Kelly**

Art of the matter

Sony have been making bonkers adverts since the days of PSone, even going so far as to hire eccentric madman David Lynch to direct them. And while we do *like* them and appreciate that they're trying to set themselves apart from the likes of Xbox 360 – with its ballsy, gung-ho advertising – it won't shift units because people don't understand the significance (if there is one) of a ceramic baby crying backwards. The cutting-edge advertising guys might think it 'engages' early adopters, but consumers are just confused.

£5 OFF ASSASINS CREED ONLY WITH PSM3 & Currys.digital high street

This voucher entitles the holder to £5 off Assassin's Creed at Curry's Digital*
- Only one voucher may be redeemed per purchase.
- This voucher may not be exchanged in whole or in part for cash and can't be used with any other promotional voucher or multibuy offer.
- The voucher is valid at any Currys.digital store until 20/12/07.
- Defaced, photocopied or damaged vouchers not accepted.

Store No.
Receipt No.
Sales Asst.
OUTFIT CODE: 658728

5 017416 100342

*Excluding Tax Free and Warehouse outlets.

Thrill List

The latest news on PlayStation's hottest games, every issue

1 Haze
The future's looking hazy

Haze is set to be released a week after this issue hits the shelves. So why haven't we been sent review code? Or even a preview build? It's worrying – and usually a sign of a game that's either a) going to be delayed b) a bit rubbish – but Ubisoft are sticking to the Nov 30th release date. For the sake of all that is decent, *Haze* has to be good. Free Radical haven't made a bad game yet, and it's absolutely rammed with unique ideas. So this is an official warning to wait for our review. Our early impressions were positive, but there was a lack of actual *game* underpinning the visuals.

Pub Ubisoft | **Dev** Free Radical | **ETA** November 30th

Wood like to meet The South American jungles look incredible. Nice lighting.

"Bigger and more over-the-top than ever"
FIFA Street 3 page 17

War pigs We hope the game's full of epic set-pieces like this, but it'll have to go a long way to beat *CoD4*.

2 White Knight Story
It's a big 'un

This RPG from *Dragon Quest* and *Dark Chronicle* creators Level 5 is their most ambitious yet, with some already calling it the Japanese *Oblivion*. With real-time combat and an extensive character creation feature, it's a bold attempt by a Jap developer not to simply ape the *Final Fantasy* series and do something unique. It's out at the end of the year in Japan, with an English localisation to follow next year.

Pub Sony | **Dev** Level 5 | **ETA** Spring

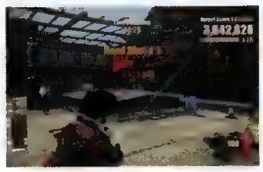
3 Dark Void
The Gods are angry

This mysterious new game from Capcom is about a world where 'the watchers' – a race of godlike aliens that were banished to a distant planet by humans – have returned and are, we're guessing, are pretty miffed. The game mixes on-foot action with flying bits. A bit of a weird one, but it's always good to have original games coming out. We saw a trailer at Capcom's recent Gamer's Day and the game looked like a fairly typical third-person action game set in a gritty steampunk-style world, with a hero that looks like Jak from *Jak & Daxter*, but more human. We'll have more soon.

Pub Capcom | **Dev** Airtight Studios | **ETA** Summer

4 The Club
A shooter with a twist

In previous coverage we've accused this of being a case of 'good idea, bad execution', but now having played it – in a tournament organised by Sega, no less – we've decided that, actually, it's very good. It's a linear corridor shooter with an emphasis on scoring points. Each level is like a 'track', and you barrel through as quickly as possible earning points for headshots, stylish kills and speed. It's really addictive, and as you learn the levels you figure out more elaborate ways to score, including destroying the environment. Our only worry is that it might get a bit repetitive.



The Club **The cast of characters have their own *Tekken*-style endings and intro CG movies.**

Pub Sega | **Dev** Bizarre | **ETA** February

5 Condemned 2
A bit grim, really

In this dark FPS you play a forensics expert/street cop investigating eerie haunted crack houses and fending off junkies with pipes and chairs. It's relentlessly gloomy and very atmospheric, but scary? Hmm, not really. Visually strong though.

Pub Sega | **Dev** Monolith
ETA March

ON THE DISC
Our *PES 2008* review is on this month's disc
PS3/Reviews

PS3 REPORT

"It's so far from what we wanted"

PES creator Seabass confesses why *Pro Evo 2008* is wide of the mark

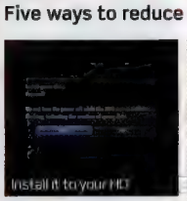
We never wanted to release *PES 2008* in this state on PS3", admits Seabass, "in fact, we thought about delaying it but different factors meant we had to [release it]". We caught up with the legendary creator of the *Pro Evolution Soccer* series at Konami's annual *PES* event in Seville, where he was defending his game from disappointed European journalists. "It's so far away from what we wanted," he confesses, "As a developer, we've worked the same way since the days of the SNES. We're simply not set up for multi-platform development". While next-gen *Pro Evo* has been in development for over two years, it seems the pressure of producing versions on PS2, PSP, PS3, Xbox 360 and PC has taken its toll.

Despite it all, Seabass is optimistic. "Look at the way the PS2 version panned out from the first to the last game. We're well on course to follow suit on PS3." He admitted the most common reaction had been 'disappointment', and mentioned that 'high-expectations' have had a detrimental effect on gamers' reactions. "*PES 2009* is in development, but after hearing the criticism, we'll be taking it back to the drawing board. It might not be next year, but it will be soon". Overall, we were impressed by Seabass' honesty, and optimistic the series will regain its former majesty. See tinyurl.com/2zagde for the full, exclusive interview.

Top scorers Editor Dan stands to one side as Seabass and Natalia compare haircuts in Victory's UK

PES 08 The five best slowdown fixes

Five ways to reduce – if not entirely eliminate – *PES 2008*'s slowdown



Install it to your HDD

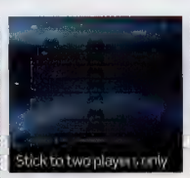
There's a near-secret option in System Settings that allows you to dump a whole load of *PES 2008* data onto your hard drive. This will instantly give you quicker loading times and fewer frame rate, issues as PS3 is reading less information from the disc than before. Handy.
EFFECTIVENESS: 4/10

Select a dull stadium

A spot of trial-and-error in ground selection has yielded varying results. Patterns cut into the grass are bad, so turn them off. The Stadio Olimpico feels like playing through treacle mixed with glue. Our tip? Play at the Teatro Blanco on a featureless pitch type for the best results.
EFFECTIVENESS: 8/10

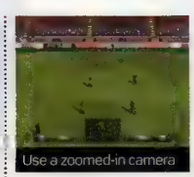
Turn off the commentary

Let's be honest, the commentary is naff and only the processing power used to deliver its stilted and repetitive lines is wasted. Switch it off in the System Settings menu. And while you're there, turn off the stadium effects – like the entrance scene and crowd flares – too.
EFFECTIVENESS: 9/10



Stick to two players only

It sounds stupid, but if you've got three mates round dying to play *PES 2008* and you happen to have four pads, force two of them to sit and watch as you play one-on-one instead. Alternatively, have them lug another PS3, copy of *PES 2008* and a TV round for an all-day session.
EFFECTIVENESS: 7/10



Use a zoomed-in camera

We play with the Wide camera usually, but having to deal with showing so much of the pitch makes *PES* creak – a zoomed-in camera eases the strain a little bit. Whether its worth the trade-off of not being able to see who you're passing to half the time is another matter, however.
EFFECTIVENESS: 6/10

"An impressive addition to the enemy roster"
Devil May Cry 4 page 10

PS3 REPORT

Five reasons why FIFA Street 3 hits the net

EA's street soccer is back, with more flair than ever

Never change a winning formula? Pah. EA Big's multi-million selling arcade footballer is back with a contentious, hyper-stylized, new look. Just check out **(1) Wazza Rooney's face**, who – like all the players – has been recreated in a new and cartoonified way. So the podgy little goal-getter now resembles a squat little bull. There's a whole host of **(2) classy skills** for you to humiliate your opponents with, too. You can still perform nutmegs, lollipops and the like to leave defences begging for mercy – if you can pull them off. Doing these clever tricks helps to store up your Gamebreaker points so that – when you're fully pumped up – you can end a match by unleashing a stunning move, like an audacious overhead kick or an unstoppable volley that will knock over the keeper on its way to the back of the net.

You'll be playing with **(3) over 250 players from 18 top international sides,** from Brazilian superstars Kaka and Ronaldinho to average cloggers like Landon Donovan and Tim Howard of the USA. As *FIFA Street 3* will be using the same brilliant engine found in *NBA Homecourt*, music will feature heavily too. So you might fancy **(4) popping a few breakdancing moves** with the ball at your feet, on your chest or nestled on your head. It's up to you. This will again count toward your Gamebreaker meter, but while the moves might look difficult, the new simplifed controls makes it real easy to look good. Best of all, each of the players have **(5) specific talents,** making your team selection critical to success. There are Tricksters (Ronaldo), Enforcers (Terry), Playmakers (Pirlo) and Finishers (Henry) to choose from so that you can tune your team to your own strengths. More soon.

Pub EA | **Dev** EA Big | **ETA** April

ON THE DISC
DMC4 is on this month's disc

Why We Love...

Tim Schafer

Psychonauts guru and maestro of comic gaming

What has he done?

He's been the driving force behind some of the funniest games ever. Starting at Lucasarts in 1990, Schafer was part of the team behind the first two legendary *Monkey Island* games on PC, and followed up with *Day Of The Tentacle* and *Grim Fandango*. In 2000, he set up his own company, Double Fine, and released underappreciated platformer *Psychonauts* on PS2.

What's he doing now?

Working on the upcoming PS3 game *Brutal Legend*, following the story of a roadie transported back in time, fighting demons and converting them into lovers of heavy metal (see page 36). It's a great concept – we only hope it sells.

Why we like him?

Because his games have not only been consistently hilarious, they've been fun to play too. The razor-sharp dialogue of *Monkey Island* has gone down in gaming lore, while *Psychonauts* is one of the most imaginative games on PS2, featuring a re-enactment of the Battle Of Waterloo, the chance to be a matador and a level set in a circus made of meat. The tragedy is, it sold bugger-all. He's recently said how he prefers original games to sequels, and recalls one publisher who rejected *Psychonauts*, who said, "It's really creative. It's just too bad people aren't going for creative stuff right now."

Who are you?
Name Tim Schafer **Age** 40
Role Founder of Double Fine.
Key Games *Monkey Island, Monkey Island 2, Day Of The Tentacle, Grim Fandango*

The Insider

He's the man who knows too much...

Finally, it looks like we're going to get some brand-new **Warhawk** content. Rumour is there's an expansion pack – set to drop by the end of the year – as well as some modified stages, the biggest thrill will be the new Dropship vehicle. This heavy-duty craft is packed with missile turrets and can even swoop down and pick up a tank, carry it into enemy territory and fly away again. The original maps will be tweaked accordingly.

Better yet, word reaches us that **Resistance: Fall Of Man 2** is in full swing, due for a global unveiling early in the new year, aiming for a late 2008 release. An anonymous source claims to have seen concept sketches and early in-game footage. Setting? The smart money's on it heading to the US, as the ambiguous ending of the original sees hybrid hero Nathan surrounded by mysterious men, probably out to take him back home to combat the threat there. Our source claims creators Insomniac (of *Ratchet & Clank: TOD* fame) are acutely aware of **Call Of Duty 4**, the new sky-high benchmark for FPS's, admitting that the original *Resistance* was hampered by tight time constraints. While we're on the subject, word on the street indicates that *CoD4* developers, Infinity Ward are working on – yes – a brand-new, non-*Call Of Duty*, shooter set to hit PS3 in 2009. More as it unfolds.

> **"*Resistance 2* development is in full swing"**

Don't be fooled by the *Okami*-style brush strokes of the recent **Street Fighter 4** trailer. Our contact claims to have seen an early version of the game running, with 3D characters scrapping it out on a 2D plane – describing it, er, as "like traditional *Street Fighter*", and not the swirling, anime-style of the trailer. Bugger. But hopes are still high.

THQ were less than pleased with the final versions of **Juiced 2: Hot Import Nights** and **Stuntman: Ignition**. THQ CEO Brian Farrell admitted that these titles may "have sold over a million units worldwide, but they never achieved the desired play mechanic and overall quality targets." But we quite liked them anyway. Farrell added that "steps have been taken to address this", while loading up his THQ-branded shotgun and leading another team of weeping game developers out the back of the building to be put out of their misery. Maybe.

IO are attempting to erase the horrid memory of **Kane & Lynch** by pencilling in a new **Hitman** for release in the summer of 2008. Midway, meanwhile, are warming up their players for **NBA Ballers 3**, set to hit PS3 in April next year. And Sega have handed the contract to produce the official game of the **2008 Beijing Olympics** to Eurocom after the 'sterling' job they did on **Athens 2004**.

Good news – Sony Bend are finally working on **Syphon Filter** PS3, but the bad news is it won't be here until 2009. **Lego Indiana Jones** will be hitting PS3 at the same time as the movie crashes into the cinema. And EA are working on a next-gen snowboarding title that may or may not have **SSX** in its title, but is slated for a Quarter Four 2008 release – which, coincidentally, is when Ubi's rival title **Shaun White's Snowboarding** will hit PS3.

More good news comes with the confirmation that Ubisoft Montreal will be bringing the brilliant **Far Cry** to PS3, possibly as early as 2008. But right now the developer is currently working on **Prince Of Persia 4** – even though early development sketches leaked out over a year ago, Ubisoft are still denying its release. The cheeky devils.

Attack of the Jones ***Lego Indy*** **will be hitting PS3 at the same time as the new Indy movie launches.**

"One stage appears to be set in a farmyard"
Tekken 6 page 20

Snake it easy Even maniacal snake demons need to think about how much cleavage to expose.
Shes gonna scatter She'll fly around above Dante before exposing herself.

PS3 REPORT

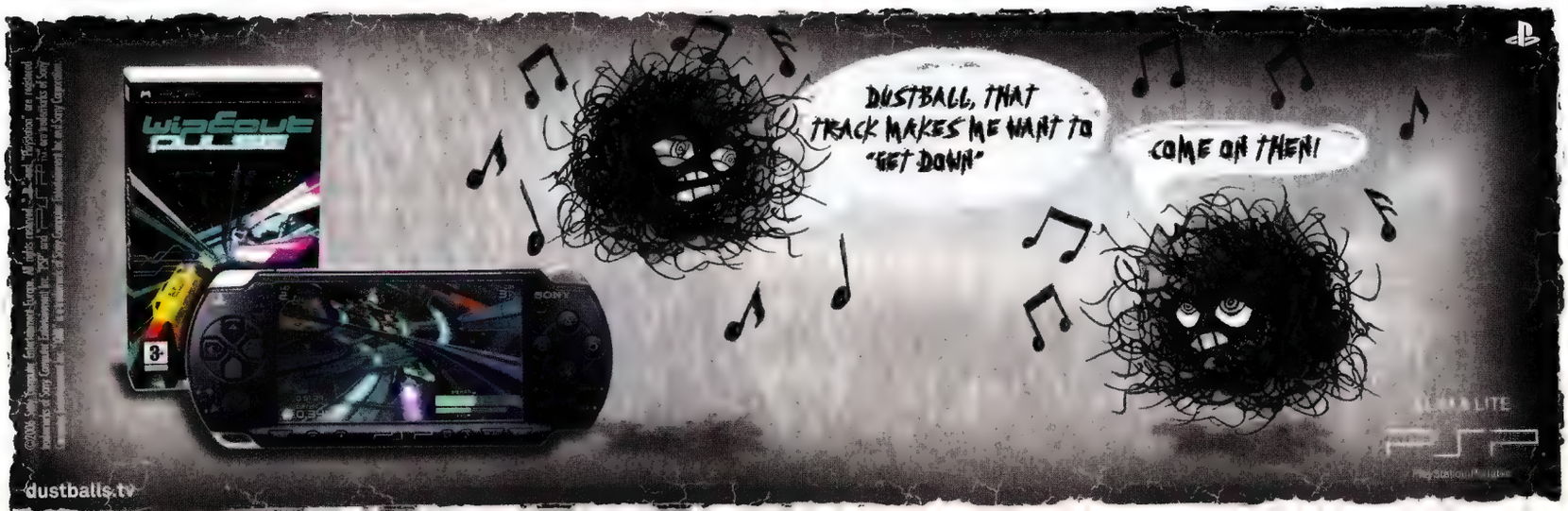
DMC4 – new boss exposed

Mad snake woman Echidna to tangle with Nero

At the recent Capcom Gamers Day in London, *DMC4* producer Hiroyuki Kobayashi showed us a vibrant new jungle level, Dante's absurd new Pandora's Box weapon – more later – and a terrifying new boss, Echidna, hushing critics that are claiming the game lacked variety. "Leave my children alone, you bastard!" shrieks Echidna, twisting and turning through the air before landing and exposing a demented reptilian woman nestling inside.

Even better is Pandora's Box, an insane new weapon used by Dante. After playing the first 12 missions as Nero, you'll switch to the grizzled demon slayer for the second half of the game. This tiny cube can transform into different weapons – a machine gun, a rocket launcher, etc – and can also, amazingly, become a mobile gun that can fly around the level. It may seem overpowered, but Kobayashi insists its use will be limited. Dante also gets a blade weapon called Lucifer – you can leave multiple blades 'hanging' in the air, to be dispatched at a button press, but it was weedier than it sounds. We thought we'd lost interest in *DMC*. We were *very* wrong.

Pub Capcom | **Dev** Capcom | **ETA** Feb 08



ON THE DISC
We'll have all these games on discs in future issues

The last minute shots of big importance

The freshest pics, squeezed in as we go to press

PS3 Iron Man Sega snap up latest Marvel license

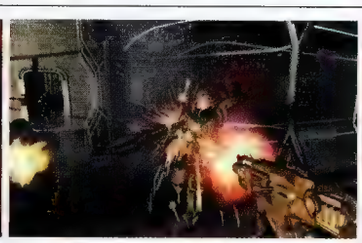
Details **Pub** THQ | **Dev** Rainbow Studios | **Genre** Racing
Lowdown It's another superhero game, with a license that Sega recently bought from Activision, to tie in with next year's movie (star Robert Downey Jr looks ace in the early trailer). In brief, Iron Man is US millionaire businessman Anthony Stark, who dons an iron suit that gives him super-strength. The suit can fly, and also be adapted to, say, go underwater or travel in space. Expect to have to adapt to different styles of play depending on the environment. Could be one to watch.
ETA May

PS3 Tekken 6 The King Of The Iron Fist returns

Details **Pub** Sony | **Dev** Namco | **Genre** Beat-'em-up
Lowdown There's been little new on *Tekken 6* since last year's E3 trailer. However, these new screens have got us all excited once more – check out the shattered camera lenses from the impact moves. One stage appears to be set in a farmyard, with the opportunity to kick pigs about the place – so the series looks set to retain its oddball sense of humour. Can it be better than *Virtua Fighter 5*? We'll see.
ETA Summer

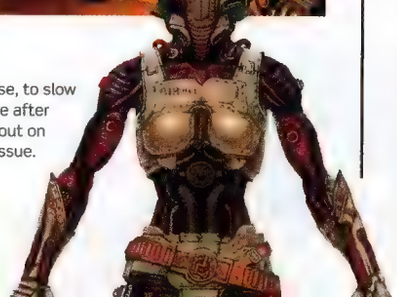
PS3 Lost More new shots found

Details **Pub** Ubisoft | **Dev** Ubisoft | **Genre** Action
Lowdown More new shots of Ubisoft's latest – including our first glimpse inside the hatch from Series 2, and Jack's OK'ish character model. To recap, you play as a character called Elliot, who wasn't in the show. So you'll be exploring the isle, chatting to islanders and uncovering mysteries. We're also promised a battle with the Smoke Monster, which should be interesting. We still can't shake the feeling that this is just going to be *The Da Vinci Code* set on an island, mind you.
ETA January



PS3 Timeshift Time-manipulating FPS nears

Details **Pub** Sierra | **Dev** Saber Interactive | **Genre** FPS
Lowdown This is an FPS that offers time manipulation as its chief selling point. You'll be able, of course, to slow time – think Bullet Time – but also you can stop time and nick your enemies' weapons, or reverse time after you've cocked up, a la *Prince Of Persia*. There'll also be a 16-player multi-player mode. This is already out on Xbox 360 – PS3 getting a game late? Quelle surprise – but didn't get a great reception. Review next issue.
ETA December



The Optimist

Don't worry. Be happy

"Korn doing the *Haze* theme? Ace!"

You know all that 'EA Trax' stuff in *Burnout* and *FIFA*? Well, that's a great idea, but man, EA are out of touch – Franz Ferdinand? Daft Punk? That's not what the kids want. They want nu-metal, same as me – something *edgy*. That's why I'm so glad Ubisoft have got Korn to do the theme tune to *Haze*.

Undigested Korn

Korn are brilliant. Sure, everyone else stopped liking Korn after the nu-metal boom of six or seven years ago – but what's more trendy than being unpopular? Being popular is just following the herd, *man*. Being less fashionable than badger-baiting is the new cutting-edge.

"*Haze* is the shit!" says Korn frontman Jonathan Davies. "I had to come up with a track that can hit up that kind of rush I get from a game, and I think we really rocked it!" continues the 37-year-old.

Yeah, all you disbelievers can mock – no, I wasn't giving you *permission* – but this is the sort of commercial, market-orientated thinking that marks out the best games – like *FIFA Street*, for instance. Korn's presence will shift thousands of 'units' of 'product' in the USA, where the kids rightly love them. Wait, didn't I only like them because I thought no-one else does? Oh, whatever. You just don't get it, *grandad*.

EMAIL PSM3 @
What's your worst game soundtrack?
psm3@futurenet.co.uk

UP TO £50 FREE CREDIT

Orange is offering all PSM3 readers a free pay as you go SIM Card with up to £50 free credit.

When you top-up by £10 or more a month you'll get £5 free credit to use the following month. The offer is applied within 14 days of registering your SIM Card and lasts for 10 months. Plus, top-up by £30 or more in one month and get unlimited texts for the next month. Top-up by £10 a month and you'll get 300 free texts the next month, top-up by £20 a month and get 600 free texts the next month. And if you top-up by £20 or more a month you'll get free mobile internet browsing in the evenings.

That's not it, you'll also benefit from 15p per minute flat rate calls to any network any time with Orange's Speak Easy tariff. As if that wasn't enough, as a valued Orange customer you can also get 2 for 1 cinema tickets every Wednesday with Orange Wednesdays – all you have to do is text FILM to 241. TEXT TICKETS COSTS 35p

To claim your free Orange SIM Card with up to £50 free credit, take the voucher to your local Orange shop or visit: www.orange.co.uk/psm3freesim by 31/12/2007. To find your nearest Orange shop, visit www.orange.co.uk/shop. Full terms and conditions are available at: www.orange.co.uk/psm3freesim

8 101221 001288

orange

TERMS & CONDITIONS

1/The offer entitles the Voucher holder to receive a free pay as you go Orange SIM Card with up to £50 free credit. You will receive £5 free credit every month when you top-up by a minimum of £10 at the same month. The promotion is valid for 10 months from the date of connection to the offer, with a maximum of £50 free credit. The £50 free credit offer will be applied within 14 days of SIM Card activation. SIM Cards will be dispatched within 21 days of processing your order. 2/The Offer is available until 31/12/2007 and only while stocks last. The Offer is not available in conjunction with any other offer unless otherwise specified. 3/The Offer is not available in the Republic of Ireland. 4/Only one voucher per person. 5/No photocopied, damaged or defaced vouchers will be accepted. 6/Voucher is non-transferable. 7/Voucher value 0.001p. 8/Full terms and conditions are available at orange.co.uk/psm3freesim 9/Orange will not be held responsible for any costs associated with unlocking the handset. 10/Free mobile internet browsing 7pm-midnight. Monday to Sunday, subject to minimum £20 monthly top-up. Terms apply see orange.co.uk/psm3freesim 11/Any SIM connection packs ordered as part of the Offer are eligible for the Orange pay as you go 'unlimited' offer. For SIM connection packs ordered through the Offer the 'unlimited' offer will be added to the account within 14 days of connecting your SIM. Customers must top-up by at least £10 per month to be eligible for the 'unlimited' offer. Provision of the unlimited offer is subject to further terms and conditions available at www.orange.co.uk/psm3freesim. Unlimited texts are subject to fair usage. 12/ Minimum top-up £10 per month. UK texts only. Reward starts from 300 texts for £10 monthly top up. Unlimited texts subject to a fair usage policy and £30 monthly top-up. Offer ends 30.1.08. Terms apply, see www.orange.co.uk/psm3freesim 13/Calls from the UK to any UK, standard rate, mobile or landline telephone number are charged at 15p per minute. Service is subject to the terms and conditions for the supply of Orange pay as you go services, a copy of which can be found in your SIM connection pack. 14/Orange reserves the right to withdraw or vary the Offer at any time without notice to you.

Pub UbiSoft | **Dev** UbiSoft
Price £50 | **Release** Out now
Multi-player None

ON THE DISC
Watch Assassin's Creed in the Disc now

Assassin's Creed

The medieval answer to *Hitman*? Sort of...

Two things about *Assassin's Creed* are totally, undeniably brilliant: the cities, and stabbing people. Seriously. Altair stabs people like *everyone* in videogames should stab people – he sort of sidles up behind them in a crowd, all hooded and sinister, then *shhiing* – a knife in the back. Or sometimes a soldier's a bit too slow turning round when he's on rooftop patrol, and the last thing he sees is Altair running at him and *shhiing* – a knife in the eye. Or just occasionally, a beggar or mental patient – yeah, really – gets a bit touchy-feely while you're trying to pickpocket someone, and *shhiing* – suddenly they're toppling over while Altair strolls away and nobody bats an eyelid. Say what you like about not being able to dress up as a peasant, Altair makes Agent 47 look like a sausage-fingered amateur.

City of god

The cities? Ah, right. Well, you can't make a next-gen game out of stabbing people – no matter how advanced the gurgle-physics are – so *Assassin's* throws its technical clout behind creating three of the most impressive metropolises ever to grace a game. They're massive when you're just running around them, but the really impressive thing is their vertical scale – every one's full of rooftops and minarets

"Three of the most impressive cities ever in games"

PSM3 BUY IT

Cool Move
Holding down R1 while you stab activates the high-profile kill. Not a problem on a rooftop, but it'll get the crowds shrieking if you do it in a busy marketplace. But sometimes you have to murder people at a sprint and it's the only way.

Exploring

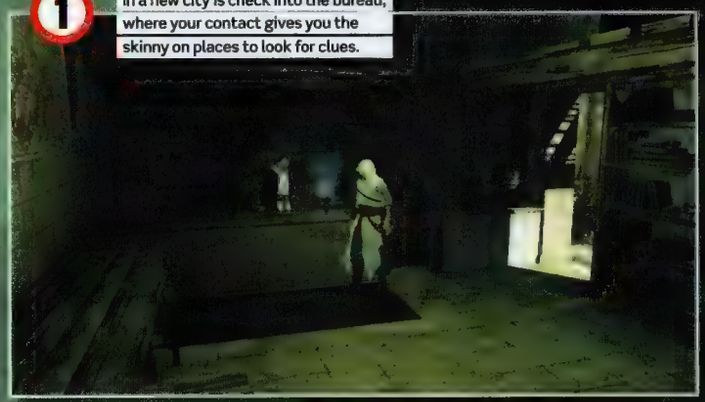
Getting around

Here's how to take Altair from mission start to murdersome climax

3 **Stab fab** Best are the Informer assassinations – you'll typically have to kill up to five people in the busy streets, without ever causing an alarm.

2 **View's next** Now you'll want to clamber up a few buildings to get a general overview of the area

1 **Office politics** The first thing you do in a new city is check into the bureau, where your contact gives you the skinny on places to look for clues.



"More like a driving game than a platformer"

and castles to clamber about on, like a massive adventure playground. As promised, everything that sticks more than two inches out of a wall can be used as a handhold, so there's no need to hang out with the unwashed scum wandering around the streets – you're never more than a hop, a skip and a Parkour-flavoured jump from bouncing through the fresh air.

The controls, which sound bewildering when they're explained in terms of Altair's arms and legs, are actually simple like Farley's rusks. Basically: push forward and Altair walks forwards. Push forward and R1 and he runs or climbs whatever's in front of him. Add ⊗ into the mix and he breaks into a sprint, climbing but also vaulting automatically over gaps. At first it seems insultingly basic – there's no timing involved at all – but that's because the early guardsmen are idiots who can't chase you properly. As they get better, you realise that *Creed*'s more like a driving game than a platformer – you're supposed to point where you want to go and avoid the stuff that slows you down. Getting away from guards involves breaking their line of sight with a quick change of direction, then finding one of the game's four hiding spots. The skill is in recognising a good 'line' – diving through a market stall, swinging on a

4 **Listen and learn** Eavesdropping's as simple as locking onto a target and finding a nearby bench to listen to his chatter. It's the simplest mission type there is.

5 **It's a steal** Pickpocketry's simply a case of walking up behind someone and holding ◎.

6 **Guards down** Prelim work done, you'll want to murder guards so your route to the target's easier.

Interview

Q&A

Patrice Desilets, Creative Director

We grab a quick word with *AC*'s main man

Hideo Kojima praised *Assassin's Creed* at E3. What exactly did he say?
He said it was an inspiration for some of *MGS4*. He asked his team to have gameplay around crowds and NPCs, but was told it couldn't be done. Then he saw *AC* and said, "See, they're doing it, so we can do it too."

Most popular games tend to be FPSs or car games – how was your pitch for a stealth-based Crusades-style title received?
The pitch was simple: you play an assassin during the Crusades in a living and breathing world. We could say it's a *GTA* meets *Hitman* meets *Prince Of Persia*, but our mandate was to redefine the action-adventure genre.

Assassin's gets fairly chatty at times. Are you worried about the same gamers who moaned about *MGS*'s Codec scenes getting bored?
We wanted a game where characters were important, not just situations. And humans will have to talk a little bit to pass on info and emotions.

You've some contentious characters – the atheist Templar, say. Are you worried about attracting criticism from religious groups?
We worked with historians and many different people, to tell the world, "Calm down everyone, it's a game."

Are you worried about people feeling short-changed by the lack of answers at the end?
I think people will get to the ending and will want more and that's exactly what we should aim for.

What's the deal with the writing at the end? Go on, give us a hint.
Actually, that should entertain people once they are done with the game. For now, I would rather not give any hints.

Murder most foul When you're defending civilians is the one time you're allowed to murder guardsmen without it kicking up too much of a fuss.

Victim culture
Every target seems evil – but after being stabbed, most can put up a pretty good case for why they're actually not so bad. Very *Metal Gear Solid*.

beam and bouncing over a series of fences is a good way to avoid pursuit, while simply trying to climb a wall is a good way to get pelted with rocks. There's also other stuff to consider, like being able to deliberately clatter pedestrians or knock down scaffolding to hinder anyone after you. Running away is probably the second-most exciting bit of the game after stabbing people – and that's good because you'll be doing it a lot.

Out like a fight

Fighting? Ah, well, that's the same as jumping – baby-simple, but so stylishly presented that it's difficult to moan. Here's what you need to remember – hold down L1 to block, then press ○ when anyone swings at you to gut them. Until the final two or three assassinations it's so easy that you could simply murder every guard every time you're spotted, but running away's more fun. *Assassin's Creed* is very much concerned with making you feel like a spectacular badass, and by and large it succeeds. Left to your own

Meet the boss The leader of the assassins wears black and has a beard. Yes, there's no way he's a villain.

On the counter Early on, enemies can grab you while you're blocking – eventually, you'll learn to counter their pawing, with a wristlock and a kick up the arse.

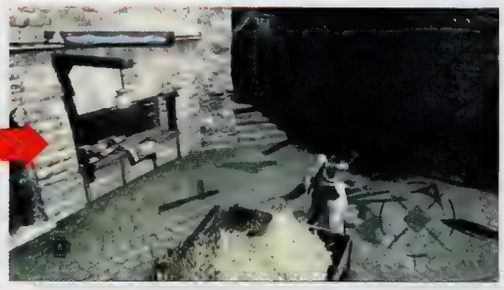
Run for it

Getting away with murder

There are three basic ways to escape the authorities in *Assassin's Creed*. And here they are...

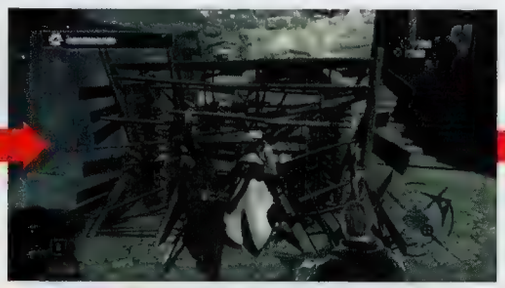
Hop to it Guards will follow you up most structures – they're pretty agile – and throw rocks to knock you down, so the key is to outrace them to a place where they can't spot you. This takes planning, or at least some stout shoes and a willingness to blister up your fingers.

Keep moving The best things to aim for are beams – Altair will bounce between these at speed. He'll also vault over low obstacles much faster than the goon squad can manage. Clambering up vertical walls takes time, and invites a spanking from the constabulary.



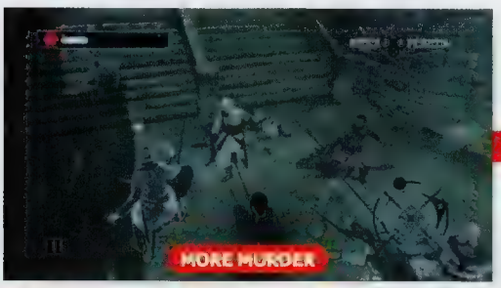
Go to ground Once the line of sight's broken, your indicator goes yellow. Now simply find yourself a little bolthole and wait until the fuss dies down. Best is heading for a clot of birds and diving straight off, Leap Of Faith style. The gentleman's solution.

Knock things over Sprinting makes you move fast, but you'll stumble if you bang into people. When you approach crowds, hold ⓛ and you'll clatter them out of the way, even in massive groups. This is especially fun if they're carrying jars or wooden crates.



Bash people about One way to create confusion is to throw a guard – or civilian – into a set of scaffolding or a market stall. It'll fall over, creating havoc for the boys to follow you through. Alternatively, you can dive straight through market stalls, ruining the produce.

Get a gang This one takes preparation, but if you help the citizens fight off marauding knights, they'll form little vigilante groups that'll hold up your pursuers later. It's even possible to fingerblade pursuers while your protectors hold their arms. Brilliant.



Blades of glory If there's simply no getting away, you'll sometimes have to kill your way out. You can't use the wristblade – guards will block it, with a nice bit of animation – so you'll need to slash your way through them all with some careful timing.

Swordplay Countering enemy strikes is the easiest way to dispatch early goons, but later ones will only be knocked to the ground by Altair's moves – you'll need to jump on them with the wristblade to finish them off. You can just slash at them, but it takes longer.

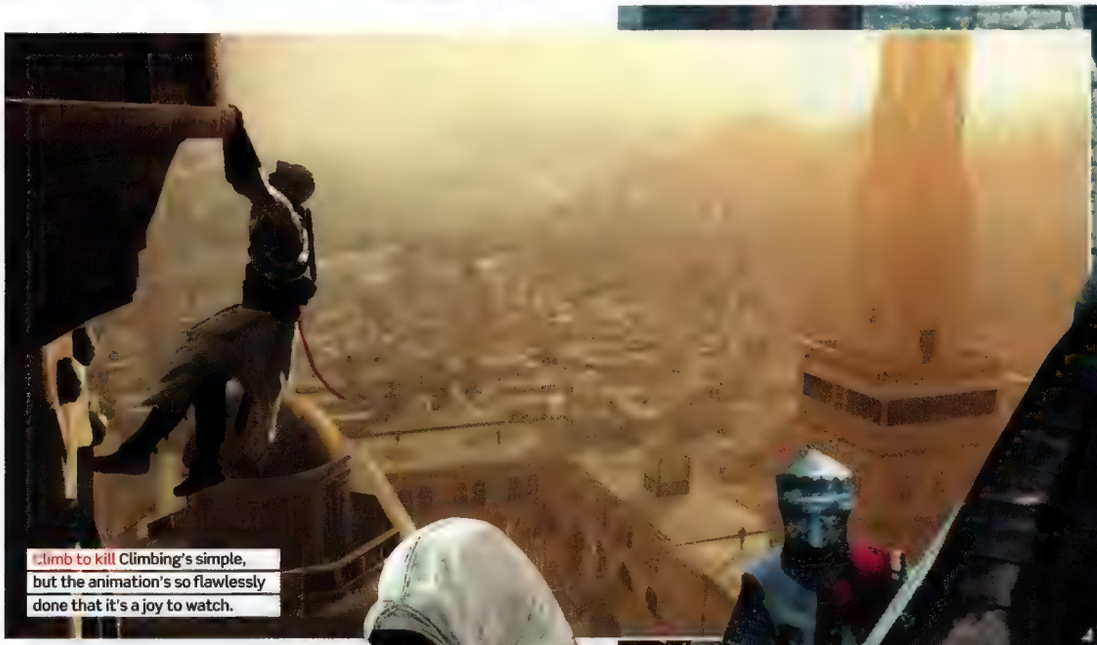
Other options Altair's also got a shortsword that's handy for battling crowds, and a set of throwing knives – although they're only really useful for stealth kills. Timing's trickier with the short blade, and the throwing knives can't be used for assassinations, stupidly.

devices in the city, you have a brilliant time. The trouble starts, however, when you have to go to work.

On the job

Here's how every single one of *Assassin's Creed*'s nine hits goes down. First, you go to the Assassin's Bureau to get your mission. Next, you climb to three or four of the city's viewpoints to show off the graph... sorry, find some sub-missions, which come in six flavours. When they're done, you head back to the Bureau to get your hit approved. Then you head over to find your target, have a half-arsed go at killing him silently, give up and kill

Horsesense The horse riding sections might be a bit pointless, but galloping about on your steed's fun for a while.



Climb to kill Climbing's simple, but the animation's so flawlessly done that it's a joy to watch.

him really noisily, then sprint back to the Bureau again to report success, this time with all the city militia after you. The narrative surrounding the hits is well done – and doing extra sub-missions will flesh it out with mission tips or plot nuggets – but the hits themselves are always exactly the same. Worse, there's almost no incentive to use stealth – the chase always happens so there's no nonchalantly strolling away after the deed's done like in *Hitman*, no matter how careful your preparation. Then it's back to your base for yet more chatting, back to the modern day (you're actually reliving your ancestor's memories) for even more exposition, then a lengthy horse ride to the next mission. With the 'memory' thing cleverly used to bridge gaps in the story and allow sections of city to be locked, it's tough to see why they couldn't have used it to get rid of all the busywork.

Working it out

It's a shame, because there's so much that *does* work about *Assassin's Creed*. Take the vigilantes – rescue a lady from a group of Templars, and her mates will hang around in the same spot, ready to hamper any guards who you lead through it. Or the crowd intelligence – if you hang around near a body, certain civilians will finger you when the authorities arrive, while others will just scream and cause a distraction. The problem is, *Creed*'s actual missions rarely take advantage of all its cleverness – it's only when your targets start running away and the guards get tougher and more numerous in the game's final third that you actually have to play properly, and by then you're so sick of doing the mini-missions that the effect's ruined. And the plot's exactly the same – basically quite clever, but delivered via a succession of talking heads that make *MGS3*'s codec chats look riveting. The climax of the game's essentially nonsense, spoiling some interesting plotwork with the most predictable turnaround since Neville Chamberlain signed the Munich treaty. The modern-day element of the action's never really used, and as things draw to a close, the workmanlike combat starts to take precedence over stabbing and running – weird, as it's not the game's biggest strength.

Assassin's Creed closes by virtually guaranteeing a sequel, and hopefully the next edition will vary the mission design and tweak the gameplay enough to offer something phenomenal. In the meantime, however, it's enough to explore those beautiful cities and gaze out at the awe-inspiring views. And, of course, stab the occasional tramp. *Shhiing*. **Joel Snape**

Easy, now Some guards will scarper or cower when you butcher their mates – others will beg for mercy.

Templar doom Later on, you fight the Templars instead of the bog-standard city guard. They're tougher, more alert, and hang out in bigger groups.

"There's almost no incentive to use stealth"

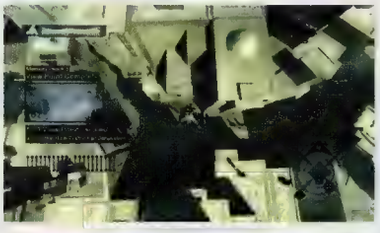
Run away

Hide and seek

Fuzz on your tail? Here's where to go to ground...

On the bench Find a spot on a bench between two people and Altair can simply sit and chill while the bad men run by. Very cool.

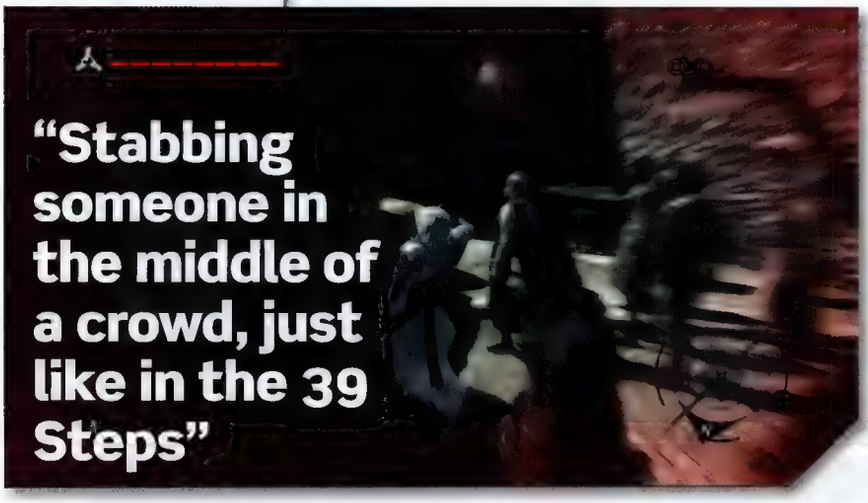
Curtain down Rooftop palisades are the easiest to find on the run, but they're also the most ridiculous hidey-holes – where *could* Altair have gone?



Hit the hay Birds mean haystacks – if you see a flock lining a ledge, you can jump over it in the knowledge that your fall will be broken.

Five's a crowd Prod ⊗ next to a group of monks, and Altair will take centre position, to the surprise of any guards who hit the scene too slow.

Fave Feature



"Stabbing someone in the middle of a crowd, just like in the 39 Steps"

PSM3 Verdict

***Assassins Creed* contains...**

Brilliant animation | Enormous cities
Not enough sneakiness | Too much talking

Overall All the basic mechanics are there, but kinks in the design keep *Creed* from greatness.

81

YOU NEED TO SEE IT

Playable on PLAYSTATION 3

Blu-ray Disc™

YOUR FAVOURITE MOVIES

www.blurayrevolution.co.uk

TO BELIEVE IT ▶▶

- **Pristine 1080p high definition picture for the best viewing quality**
- **5 times the resolution of DVD**
- **Up to 7.1 surround sound**
- **Next generation interactivity and bonus features**
- **The ultimate high definition viewing experience**

Disney Blu-ray Disc

NOW IN MAXIMUM HI-DEF

© Disney © Buena Vista Home Entertainment, inc

Pub Sega | **Dev** Secret Level
Players 1 | **Genre** Adventure
FYI Ancient classic resurrected on PS3

ON THE DISC
See *Golden Axe* in action on next month's disc

QUOTE
Developer insight

"We liked the idea of feeling like a single warrior amidst a massive world – a lone hero with a single, overwhelming goal. Glorious mountain ranges and epic architecture help create a sense of a world that we feel is really special."

Nigel Cook
Senior Producer

Golden Axe: Beast Rider

A retro classic is reborn

Andy Kelly

Fans of the '80s side-scrolling beat-'em-up *Golden Axe* expecting a direct remake of the retro arcade favourite will be disappointed. *Beast Rider*'s a complete re-imagining of the series and shares little in common with its arcade ancestor, save for a few visual nods and the idea of riding reptilian beasts into battle. The most obvious change is that, rather than choosing from a cast of three fantasy stereotypes, you now control only one – Tyris Flare, Amazonian warrior and wearer of impractical armoured hosiery. Gilius the dwarf and muscle-bound lout Ax Battler are still in it, but only as supporting cast.

The most interesting thing about *Beast Rider* is, conveniently, riding the beasts. There are five in total, ranging from nippy light, agile but easily-damaged ones to big, heavy but slow ones. And if you aren't happy with your scaly steed, kick an enemy off theirs and take it for yourself.

But if you're sick of tumbling around strapped to a lizard's back you'll be able to hop off and fight on foot whenever you like, and Tyris has a range of combos and spells at her disposal.

We're also pleased to hear that the game's environments are open and free to explore, so there should be as much bounding around gloriously detailed environments soaking up the atmosphere as pounding peoples' faces to paste.

This couldn't be *any* less like the original series if it tried, so it's best just to think of it as an entirely new game rather than a retro retread or a shameless cash-in. The mixture of beast-riding and traditional hack and slash combat is an interesting idea, but it really all boils down to how good the combat system is, and whether or not it can compete with heavyweights like *God Of War*. It looks the part, but we'll soon see if there's substance beneath the style.

"*Beast Rider* is a complete re-imagining of the series"

Monster squad Enemy designs are based on the original games.

Face off Tyris has been re-designed since the original teaser trailer. She looks a lot tougher now.

Arms race You earn a new sword at the end of each level. There'll be other weapon types too.

Splatterpalooza The game's gory as you like, and there's even talk of 'exposed breasts'. Oooh.

Warrior woman

Barbarians were so tough they fought in their underwear. Well, according to videogames, anyway. Tyris has three armour types – bone, metal and leather – but it's sort of pointless as the only things it's protecting are her arms and her jugs. Of the three characters, the developers eventually decided to focus on Tyris, probably because muscular men in pants are no longer as cool as they were in the '80s. She's handy in a fight too, and the game's block and parry timing system lets her perform instant beheadings. Nice.

TIMELINE

Twenty years of *Golden Axe*

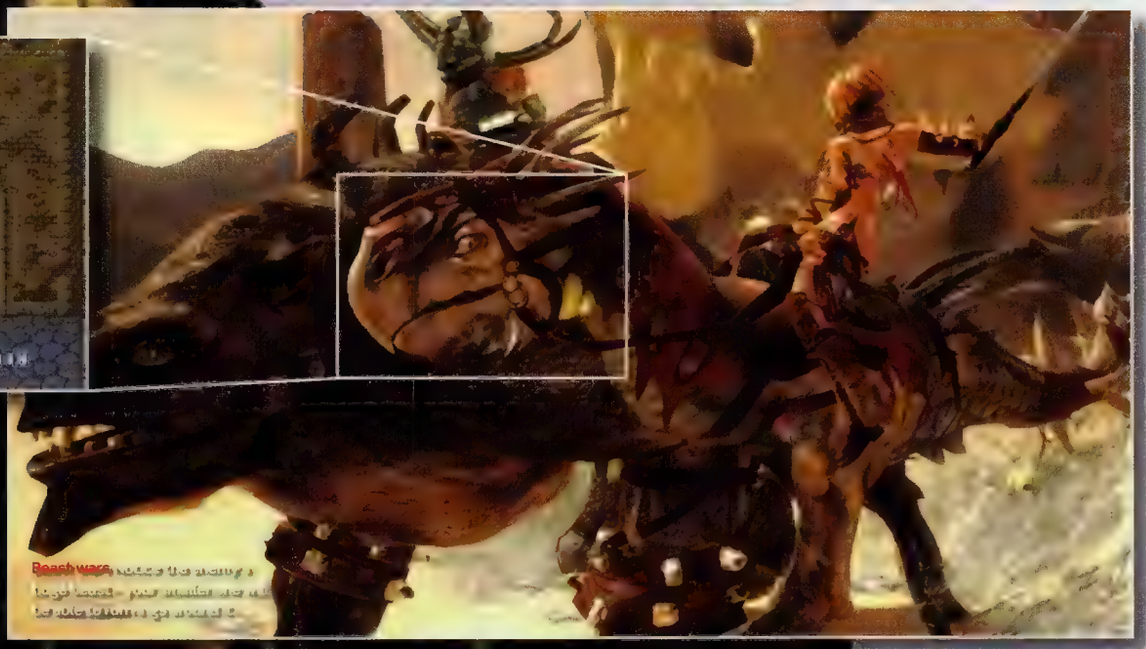
1989 — **Golden Axe**
Arcade
The coin-op side-scroller that started it all.

1991 — **Golden Axe II**
Mega Drive
A console fave, with great multi-player.

1993 — **Golden Axe III**
Mega Drive
Another sequel. Introduced new characters.

1996 — **Golden Axe: The Duel**
Saturn
Rubbish one-on-one brawler.

2003 — **Sega Classics**
PS2
Part of a retro compilation, with better graphics.



Jump around

You can still fall off your beast as in the original games, but they're a lot more useful and distinct. Also, remember the giant hammer-wielding twins? They're back in the new game, as are a number of other nasties – including the game's main antagonist, the dastardly Death Adder.

"It couldn't be less like the original series if it tried"

Thief stroganoff

Remember these little blighters? They're back, only this time they loot enemy corpses and take the spoils for themselves. Thankfully, you can kick them and take it back. The new ones don't look quite as mischievous as the originals.

Dragon force

Calling in dragons to cover the screen in blazing fire was one of the original *Golden Axe*'s best features, and also the most annoying when you pressed the button by accident. In *Beast Rider* the magic system is a lot more complex, but it's you that casts spells rather than the dragons of yore.

PSM3 Reckons

This has great potential, despite our nostalgic pangs for its 2D roots. Ignore the *Golden Axe* bit; this looks like a bold new game.

ETA MAR 2008

Pub Sierra | **Dev** Double Fine
Players 1 | **Genre** Action
FYI *DMC* meets AC/DC.

ON THE DISC
See *Brütal Legend* in action on a disc near you

Brütal Legend

Rock action from the *Psychonauts* crew

Andy Kelly

1 Jack Black is the hero

Eddie Riggs (played by Jack Black) is a roadie who's transported to an alternate history where demons have enslaved humanity. In this world of heavy metal and Nordic fantasy, Eddie can use his guitar to do battle as well as swing a mighty axe and slice enemies in half. Rhythm action guitar solos (performed by Judas Priest) are used to cast spells. How awesome is that?

Use face-melting guitar solos to literally melt your enemies' faces.

Rock star *Legend* looks like *Psychonauts*, but with Guitar Hero character design.

2 Unleash demonic powers

These wings sprouting from Eddie's back are a hint at his mysterious past. Our guess is that he's half demon. Well, they do say that rock and roll is the devil's music, after all.

3 Monsters of rock

Among the enemies in the game are pale, black-clad demons who 'drink from a sea of black tears' – an obvious parody of 'emo' types. Then there's beasts to fight – including Death...

Hunch break This chap doesn't look happy. But when are demons ever *happy*?

Legs and co This monster's straight from the cover of a heavy metal album.

Scythe and easy Look closely – the Grim Reaper's wearing a pair of headphones.

4 Ensemble piece

Eddie can actually recruit defeated enemies and command them during battles. These girls are the 'runaways', who ride on his back and battle foes with spears. Other team members include large-fisted bouncers, flame-spewing bikers and roadies that can blast enemies with feedback from their amps.

Hot bus Now that's a proper rock and roll tour bus. Expect it to have ace weapons.

5 Road hog

This is the Deuce, Eddie's amazing motor. You can upgrade it – of course – and it's used to traverse *Brutal Legend*'s massive world.

PSM3 Reckons

It's written by Tim 'Psychonauts' Schafer, so it'll be funny, intelligent and packed full of vibrant ideas. And we love the premise. Rock on.

ETA MID 2008

PS3

Pub Sony | **Dev** Naughty Dog
Players 1 | **Genre** Adventure
FYI Tomb raiding, sans wobbly chest

ON THE DISC
Watch more of *Uncharted* on the disc next time
PS3/Latest

Boom box The game's full of explosive barrels, which, to be honest, is a bit lame.

Uncharted: Drake's Fortune

PS3's new best-looking game gently thrills

Andy Kelly

The most surprising thing about *Uncharted* is how much we like the hero, Nathan Drake. Looking at the screenshots we assumed he was just another generic 'action Yank', but he's actually one of PS3's most likeable lead characters. He's heroic, but also endearingly idiotic, with a wry sense of humour and frequent bad luck.

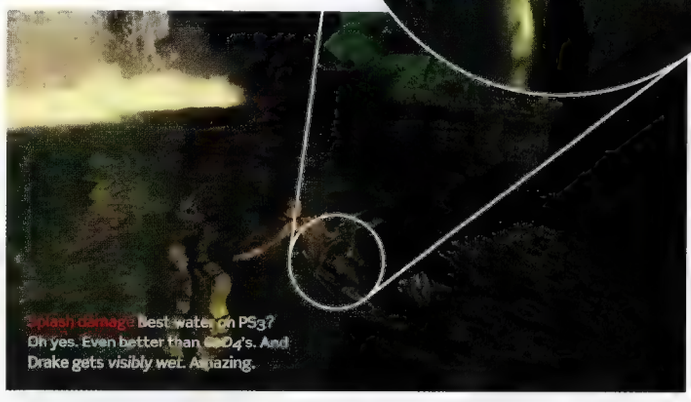
After finding a diary hidden in the coffin of his distant ancestor – the legendary explorer Sir Francis Drake – Nathan goes on the trail of the treasure of El Dorado, the mythical city of gold. The diary leads him to a remote island in the Pacific, but when he arrives he discovers that the treasure's been stolen and its jungles and temples are overrun with angry pirates after the diary. Cue an Indiana Jones-style adventure that blends the best bits of *Tomb Raider* with *Resident Evil 4*-style over-the-shoulder shooty bits.

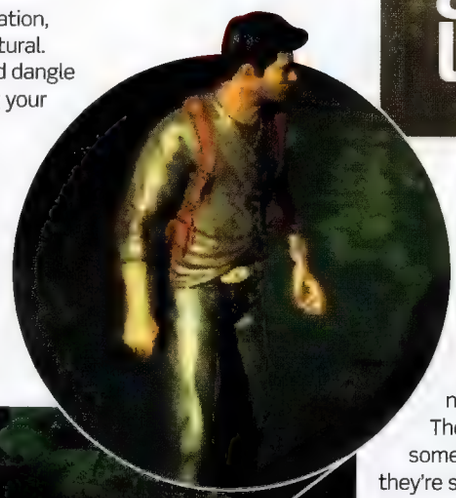
A bit of give and Drake

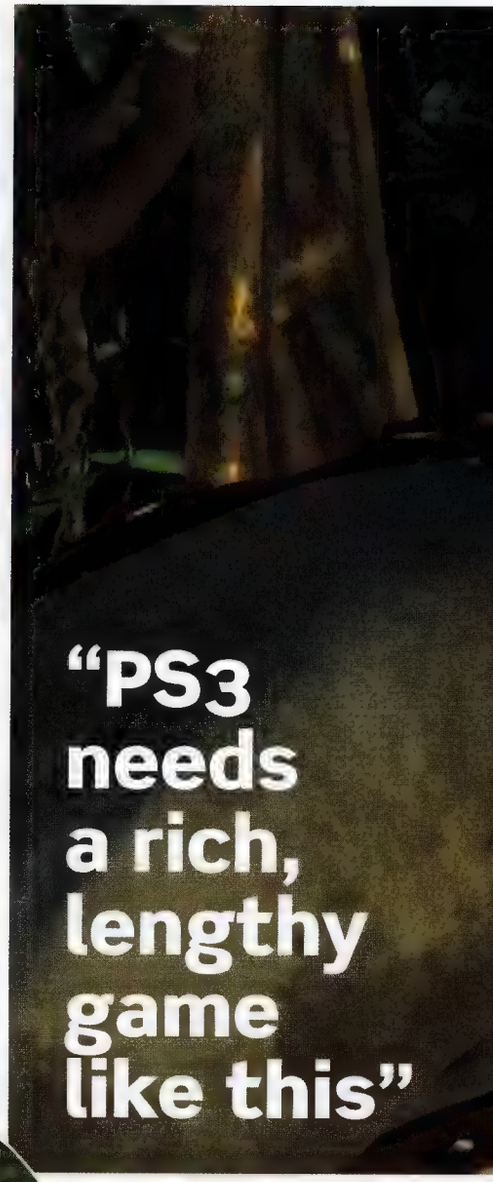
And it looks stunning. We assumed the early footage shown at E3 2005 was too good to be true, but in motion *Uncharted* is unbelievable. Nathan's incredibly fluid animation, the way the water sparkles in the sun, how his shirt creases as he runs, the sunlight, the shadows... it's amazing to think that Naughty Dog's last games were the cartoon-like *Jak* series. *Drake's Fortune* is probably one of the best looking games you'll see on PS3.

And thanks to the smooth animation, the platforming feels incredibly natural. Nathan can leap, sidle, shimmy and dangle with the best of them, and making your way up a treacherous cliff face is incredibly simple and brilliantly responsive. The environments are mostly linear, but they're so packed with detail and beautifully rendered foliage, you really feel like you're traipsing through thick, unexplored jungle.

But it's not all Lara Croft-esque tomb raiding – shooting and hand-to-hand combat make up a large portion of the game. The cover system's awesome – run towards something and press ◎ just before you reach it and Nathan will roll or skid directly into a cover position. Then you can use the analogue sticks to pop out and nail the enemy when they appear. The firefights aren't quite as good as something like *Resident Evil 4*, but they're still excellent fun.


Splash damage Best water on PS3? Oh yes. Even better than COD4's. And Drake gets *visibly wet*. Amazing.





Drake that

Melee combat's not quite as polished, but there's a combo system in place and you can take out enemies quickly with a flurry of well-timed kicks and punches. But this is mainly a last resort tactic – if you don't take cover you'll be dead in seconds. If you get injured the screen turns black and white, forcing you fall back and hide until you recover, a bit like in *Call Of Duty*.

Punch drunk The relationship between Drake and Elena is... *complicated* to say the least.

INFLUENCES

The ingredients that make up Uncharted: Drake's Fortune

Tomb Raider | Romancing The Stone | Indiana Jones | Mysterious Cities Of Gold | Resident Evil 4 | Fisticuffs

The action bits are great, but it's the platforming that really makes *Drake*'s special. It's like classic *Tomb Raider*, with a tense atmosphere and the feeling that a trap could spring any second. The puzzles are pretty taxing, too. Our favourite scene sees Drake creeping through a rusting Nazi u-boat resting mysteriously atop a waterfall. As you move slowly through the sub, the atmosphere is incredible, and then Drake bumps into an old torpedo and it whirs to life... well, we won't say what happens next, but we think you can guess.

PS3 needs a game like this. A rich, lengthy adventure with puzzles, action and an intrigue-filled plot. And now it has it. The preview version we're playing has four levels in it, from Drake finding the diary, discovering the ruins of El Dorado and being hounded by pirates, climaxing with a dangerous attempt to recover an item from your crashed plane, dangling precariously at the top of a tree. Drake's is a genuine surprise, and we can't wait to get our hands on the finished article.

Fall guy The way the sunlight glimmers through this waterfall is spellbinding, especially in HD.

PSM3 Reckons

Dynamic action and solid design make this an exciting prospect. Let's see if it can keep the pace up for the entire length of the game.

PS3

Pub Capcom | **Dev** Grin
Players 1 | **Genre** Action
FYI Ancient old franchise dusted down

ON THE DISC
We'll have *Bionic Commando* on next month's disc

Bionic Commando

Capcom's 8-bit classic swings onto PS3

David Cook

Bionic Commando's cult status among western – well, largely American – gamers of the 1987 8-bit era is such a mystery to Capcom Japan, Producer Ben Judd (Capcom Japan's first western Producer) had to fight for *years* to get it remade. Either way, he was told by legendary Producer Inafune (of *Onimusha* fame), "Not to disgrace this excellent franchise or you will be made to suffer." Truth is, the original *BC* is horrendous by today's standards, but back then, swinging all over side-scrolling, 2D environments using a super-soldier with a bionic arm was great fun. And the 3D remake? As things stand, it's, er, swinging in the balance...

Does anything a spider can

The project's a curious fusion, helmed by US Judd, overseen by Capcom Japan with Swedish, tech-savvy Developers Grin taking coding duties. At first glance, it's a ringer for the *Spider-Man* games, with anti-hero Nathan Spencer swinging around Ascension City, which is under attack from terrorists. The swing system's slick, with war-torn, destructible environments – with scenery liable to collapse mid-swing. Your arm can dislodge rubble to use as weapons, or act as a shield – with more abilties promised. It all looks a bit standard so far, but they're yet to show bosses. It's early days.

Gun to hell and back There are all sorts of massive guns, so beasts like these might be easier to take down than they look.

Swing city

Swinging from the scenery has a far more dangerous edge than in the likes of Spider-Man – the building you're hooked onto might collapse or you might get crushed by falling debris. But one key factor is that your rope has a maximum length, so be careful where you're hurling yourself towards – you might find that you're unable to make it. Think about your leaps of faith carefully...

DEVELOPER

Why we love Capcom...

Meet... GRIN and friends
Capcom illustrated their presentation with slides – that's cartoon Ben Judd (centre), with a Swedish GRIN man (left).

You are crazy but persistant I will allow you to make Bionic Commando
Do not disgrace this most excellent franchise or you will be made to suffer!!!
Very Cool Boss

Meet... Keiji Inafune
Ben Judd laughingly referred to how Inafune (ex-*Resi 4* man) had backed him, but with a gentle threat not to fail.

PSM3 Reckons
Looks a solid re-imagining, though we wouldn't say we're massively *excited* by *BC*. We'd be delighted if Capcom prove us wrong.

“Stranglehold promises the thrill of a lifetime.”
MAXIM

“This may just be the coolest action flick you’ve ever played.”
IGN

“You’ve never played a game that’s as destructive, Black? Not even close.”
OFFICIAL PLAYSTATION MAGAZINE

“This slick, adrenaline pumping high-octane shooter is best described as kick-ass!”
XBOX WORLD 360

JOHN WOO PRESENTS

STRANGLEHOLD

THE NEXT GENERATION OF ACTION GAMING IS HERE

PLAY THE DEMO ON XBOX LIVE® MARKETPLACE

TEQUILA TIME - SEPTEMBER 2007

www.strangleholdgame.com

18 | Games for Windows | XBOX 360 | PLAYSTATION 3 | TIGER HILL ENTERTAINMENT | MIDWAY www.midway.com

Stranglehold © 2007 Midway Amusement Games, LLC. All rights reserved. Stranglehold, MIDWAY, and the Midway logos are trademarks or registered trademarks of Midway Amusement Games, LLC. Used by permission. Midway Amusement Games, LLC and its affiliates do not monitor, endorse or accept responsibility for the content of any non-Midway website. Distributed under license by Midway Home Entertainment Inc. Distributed under license by Midway Home Entertainment Inc.

Your words, your pictures, your videos...

Your Space

Start

44 Letters
Choice cuts from the PSM3 mail sack.

45 PSN Mail
Send us a message over the PS3 Network.

46 Tech Ken
Ex-Sony guru answers your queries.

46 Poll Position
Vote – you'll see democracy in action.

47 MySpace
Our eight favourite readers this month.

48 Reader Reviews
Think we talk rubbish? You try it.

49 Right or Wrong?
Disagree with our scores? Say so.

49 YouTube
The best gamer videos out there.

PSM3 Wants You!

Post PSM3, 30 Monmouth St, Bath, BA1 2BW. Star letter wins the writer a game

Email PSM3@futurenet.co.uk

PlayStation Network Send your messages to PSM

MySpace & the PSM3 blog Go to myspace.com/psm3 or check out psm3mag.com

Online Play the team at online games and win big

Letters To PSM3

Your letters and emails, sifted and printed

Why are PS3 games over so quick?

LETTER

Something that I have noticed over the last few years – and it is pretty much getting a lot worse now that the next generation of consoles are out – is the laziness of developers. The length of games is decreasing, yet the price of games is *increasing*. There are quite a lot of games now which are struggling to last even seven hours, but are costing a good £20 more money. There is the odd exception like *Oblivion* and...

"A lot of games are struggling to last seven hours"

erm, no, that's it, although you can rack up the hours on all the different sports simulators.

I've noticed that a lot of games go for better graphics and better lighting, but no lifespan. Take *Heavenly Sword* – that took me one afternoon to complete from start to finish, and it cost me £35 from Amazon. That's £5.83 per hour – that's a piss-take. I think games should offer – at the very least – around 40-plus hours to make gamers think that they are truly getting their money's worth. This is especially true when you think of how much information Blu-ray discs can hold.

You watch – the next shocker will come from Rockstar's corner, with *Grand Theft Auto IV* lasting all of 10 hours. Pah. Why are games getting so short all of a sudden?

Alex Allen, email

We agree *and* disagree. *Heavenly Sword*, *The Darkness*, even the mighty *Call Of Duty 4* have very brief solo modes, but the key issue is the level of polish and replayability. *COD4* might only be eight hours, but it shines like Steve McClaren's gnashers, with impeccable solidity and extensive scope to replay epic sections with fresh tactics – thanks to difficulty settings that *genuinely* affect play.

Arguably, the solo game's just a practice mode for the near-limitless online mode, too. On the flip side, there's no joy in replaying the linear, crude and repetitive *Heavenly Sword* – so your point's valid. As developers get used to PS3, expect longer, more ambitious games to appear – let's just hope they're polished, not flabby.

Time out *Heavenly Sword* is one of quite a few games guilty of taking a very short amount of time to complete.

Grandma Turismo

After creating a Japanese PS account and then spending 30 minutes on the floor staring at the progress bar as it downloaded the *GT5 Prologue* demo, I opened the game up to find the new BMW 135i as an option and – after almost wetting myself with excitement – opened it up. The graphics were so good you could only just tell it wasn't real, and the in-car view was fun but it seemed to end there. With no damage, a very standard feel to it and a surprising amount of glitches and anomalies, I wondered why the hell it's taking them so long to bring out *GT5* when racing games such as *TOCA*, *Midnight Club*, *NFS* and *Burnout* do racing better. Is *GT* losing its edge?

Charlie Floyd, email

Well, let's not forget that *Prologue* is, in essence, just a work-in-progress of

Wreck and ruin Is *GT5* going to crash and burn?

"You What?"

Thanks for writing. No. Really

Magazine of joke and review, Almanac of autumn colours on shiny pages. Darkness of Andy's hair.

Kayleigh, MySpace
Ah, a soothing poem. Haiku's meant to be made in lines of five, seven and five *syllables*, mind you, not words. Mark: C-.

Assassin's Creed is just gonna be one of those games that should be left on the shelf.

Abdul Rahaman, MySpace
Is it, though? You might be surprised. Or not.

PSNMail

Our PS3 username is PSM3uk. Send us a message. Please

Duke who's talking

Do you reckon there will be a new *Duke Nukem* game eventually? **Keyran_1990**

Well, we wouldn't have thought so. But then we didn't expect a new *Turok* or *Bionic Commando*. So stranger things have happened.

PES 2008: rubbish

How gutted were you with Seabass' new one? **Cycle_Shakes**

Well, we weren't gutted, but we weren't overjoyed either. Some people are happy enough, however...

PES 2008: brilliant

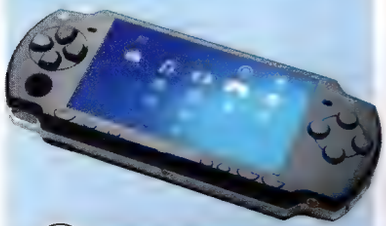
Pro Evo 2008 is the dog's dangly bits. **Billo2310**

Keep those *PES* missives coming, people.

Holding handhelds

Will there be a PSP2? I want to buy a PSP Slim, but if there's a PSP2 coming I'm going to kill myself. **Tenaxis**

Blimey, that's extreme. Having just launched PSP Slim, expect Sony to keep faith with that for a bit. But in the long-term, we'd be surprised if there wasn't an all-new PSP eventually.



PlayStation Network send your messages to *PSM3uk*

Natural disasters Flooding – in anyone's eyes a "total disaster". PS3's architecture? Not so much...

we all know it's difficult to make games for PS3, but people like Insomniac and Free Radical are showing that if you know what you're doing you can make anything on PS3 – just look at *Killzone 2*, *MGS4* and *Ratchet & Clank*. Don't tell me PS3 is a waste of everybody's time – this guy either couldn't be bothered, or he is just pissed he couldn't figure it out.

Roohullar Kadir, email

Dear old Gabe's comments certainly caused a reaction, but you're pretty much spot-on with what you say, Roohullar. PS3 is, by many accounts, an absolute pig to develop for, but as game-makers get used to it, we'll start seeing more and more special results. *Killzone 2* and *Metal Gear 4* are only the start...

Lara old rubbish

Tomb Raider Anniversary just goes to show that Crystal Dynamics can't handle the franchise and are living on the glory of Core Design. Is that the best they can do? And it seems you guys just can't imagine being without a Lara – that's why you're all embracing this *Anniversary* shit.

Samuel Damilare, email

Eh? But... but *Anniversary* is basically just the first *Tomb Raider* – you know, the one Core Design created in their "glory" – but with prettier graphics. We're not sure why you'd like the original, but not *Anniversary*. It's like being happier watching films on crackly old video tapes than on pixel-sharp hi-definition Blu-rays.

Conflict of interest

Is it true there is a new *Conflict* game coming out, presumably called *Conflict Denied Ops*? My cousin told me about it, but they have apparently made two changed to it, one being that it's now in first-person. I love the third-person aspect of *Conflict* games, If I wanted first-person, I'd buy any or every army game out there. And now, there are only two people to control? A sniper and some other bell-end, I presume. I think whoever came up with this idea is a right plank. *Conflict* titles are the best army games out there and, *Gran Turismo 5*. But we'll admit to not being as excited about *GT5* as we have over its previous incarnations. Maybe it's because it doesn't look as if it's going to offer much that it hasn't already done lots of times before. But we'll see, eh?

Gabe escape

Thursday October 11. I visited your website, psm3mag.com, as usual to check up on the latest gaming news when I saw the headline "Gabe Newell: PS3 'a waste of everybody's time'." As a PS3 owner I needed to know what the story was about, so I clicked on the link and couldn't believe what I was reading Gabe Newell – Valve Software's boss – was ripping into PS3, saying, "investing in the Cell, investing in the SPE, gives you no long-term benefits – except a hatred of the architecture they've created". And he continued, calling PS3 "a total disaster on so many levels... I think it's really clear that Sony lost track of what customers and what developers wanted". This guy is an idiot – there is nothing wrong with PS3. OK,

Check out page 22, eh? COULD YOU PLEASE TELL ME IF *EG5* WILL FOR SALE IN THE UK AT SOME STAGE?

Matt Watson, email

YES. SAME TIME IN SPRING. WE THINK. WHY ARE WE BOTH SHOUTING LIKE THIS?

'Best' of the Blog

Visit PSM3MAG.COM and have your say

"I am sick of the belief gaming is a child's pastime."

Posted by: Chris W

"I've never seen a scumbag chav playing a game, have you?"

Posted by: Rebekah

'Best' of the Rest

The *PES 2008* debate is in full swing. **Leprechaun 75** says, "It has less features than *PES6* – it's meant to be a next-gen version." **Schmeg** is more positive – "I've yet to experience a single piece of slowdown". Really? Wish we could say the same. Join the debate at psm3mag.com now.

Blog We post every day. Mostly. Go to psm3mag.com for more.

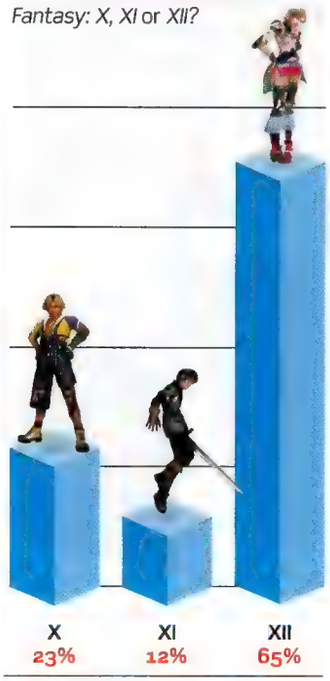
Arts and Crofts One man thinks *TRA* is rubbish. But these ladies, who've all played Lara Croft, might disagree.

Your Space

Poll Position

We ask. You answer

This Month Best *PS2 Final Fantasy: X, XI* or *XII*?



Next Month Best rally series: *Colin McRae, Sega Rally* or *WRC*?

MySpace Cast your vote by emailing psm3@futurenet.co.uk

although you never seem to review them well (except *Desert Storm 2*) I still buy and thoroughly enjoy them. Sure there's quite a bit that could be done to improve the game – online features, more variety... but the changes being made are utter cat vomit, sizzling in the summer sun.

Jon Carlin, Herts

Oh. Well, we hate to be the bearers of bad news, Jon, but *Conflict Denied Ops* will indeed be a first-person game, with only two characters. We're sure the second one won't be a 'bell-end', though. Doesn't the thought of a co-op strategy FPS get you excited? No? Well don't shoot the messenger. Hey, we said *don't shoot the mess*– (Ow).

The first place

I love everything PS3. Sony have drawn me in like a moth to a light bulb. In the past I owned a PSone, then a PS2, and loved them dearly. I then made the mistake of spending my hard-earned cash on an Xbox 360. Don't get me wrong the games were good and I enjoyed playing them, but when the console died after approximately eight hours of use, it made no difference how good the games were. I then received my replacement 360, which I still have on my shelf (gathering dust). This one works – sometimes – without problems, but that's if im lucky. Sitting and looking at both consoles, I'm really struggling to understand why anyone would pick a 360 over a PS3. OK, PS3 is more expensive but anyone who is willing to spend £300 on a creaky, loud bag of nails that may not last a day is picking the more expensive option in my opinion. If you wouldn't gamble £300 at the bookies why buy an Xbox? I'm no fanboy of any sort – I gave the 360 its chance, but Microsoft bent me over (just like thousands of others) and did the deed. PS3 is the way forward – everyone should know it.

Tim, Northampton

That's the spirit, Tim – we like you. PS3 is indeed the way forward – as *MGS4* and *LittleBigPlanet* will prove – and hey, you can now get a 40gb PS3 for about the same price as an Xbox. Some people on PSM3 have both, mind you. Naming no names, however. (Milf.)

On top of the world PS3 for the win? We think so, but we'll always love it either way.

Gay old time

A couple of months ago I bought PSM3, the one with WWE

Tech Ken

Live from his retirement home, ex-Sony guru Ken Kutaragi answers your tech questions

Dear Ken

My PS3 is linked to a normal TV via the component lead, through a SCART switcher. Occasionally a fuzzy blur comes across the screen for a second or two. Is there something up with the machine or connections, or is it caused by downscaling?

Jim, Dublin

"Sounds like yer got a problem with yer SCART switcher there – mebbes yer should be gettin' a new one. Reet?"

Dear Ken

Are you able to download extra content from the Irish PlayStation Store for American PlayStation games?

Brian O'Grady, email

"Well, aye, if Sony see fit to put American content on t'Irish store. But not if they don't. If ye're playin' a lot of American games, yer might be best off signing up to the US store – just create a new username for yerself, and a new Store Account. Be sure not to use the same email address yer used for yer Irish account, or it won't work. But to actually buy 'owt, yer'll need to have an American credit card. And an American billing address (You'll have to 'borrow' one – a quick google search will help here). Pass us a humbug. I reet love 'em."

Dear Ken

I have lots of *MGS4* clips on my brother's laptop but i can not get them on my PS3. Do I need to use a memory stick or SD memory card?

Michael Norton, email

"Aye. Just slap 'em on a memory stick in a folder called VIDEO, and plug into your PS3 via USB. They need to be in MPEG-4, MP4, MPEG-1, MPEG-2 (TS or PS), AVI or AVCHD format, mind."

Dear Ken

Please kill off Ken Kutaragi, I cant understand what he's saying.

Kaamii Farooqi, email

"Eeh, yer barmpot, I'll slap thee daft if yet don't stop yer beefin. And then knee yer in t'stots."

Stick 'em up You'll be needing a USB stick or similar to transfer files from PC to PS3.

@ Email us Got a question? Email it to psm3@futurenet.co.uk. Subject 'Ken'.

stars on the cover. (I think mine was number six – it was a bare-chested, short-haired guy *[Randy Orton – PSM3]*. I'm not a fan of that 'sport'.) One day I was going home from work and my train was full of elderly people with plants. There was literally no place to sit. My mate later explained that there was a flower show going on in Hampton Court. I found myself a place to stand, took out my PSM3 and started to read. I noticed two old ladies sitting next to where I was standing, staring at me and the mag.

Next day was the same – a train full of grandmas and grandpas, no seats. So I went to the same spot as the day before, took out PSM3 and started to read. I noticed the same old ladies. Suddenly one said, "Look, it's that gay boy again." The other said, "How do you know he's gay?" And the first replied, "Look at his magazine..."

I looked at the cover and realised how it must have seemed to them – almost nude fella on the cover with his shiny bare chest...

I like it better when you put women on the covers.

Michel Cwierz, London

If you think *that* made you look gay, you wait until you see our world-exclusive *Chippendales: The Game** cover next issue. Andy will be going *very* hands-on with it indeed...

Strip service **Look out for this cover on your shop shelves next month. Perhaps.**

UK myspace
a place for friends
Go to www.myspace.com/psm3 and join us

PSM3's Top Eight

MySpace readers who rock our world

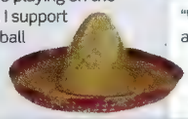
The Mexican

ABOUT HIM

"I am not a real Mexican."

SO WHY THE HAT?

"I love Mexican hats, they rock. I also love playing on the PlayStation 2. I support Liverpool football club – but I'm not really a football guy.



CURRENTLY PLAYING

Final Fantasy XII

WHY WE MADE HIM TOP 8

Because he's our first Mexican friend. Hang on... *not* a real Mexican? Isn't impersonating a Mexican a hanging offence? Bah.

Eyebrows

ABOUT HIM

"Life is like a drawing board – you decide what colours make you."

RANDOM WIBBLE

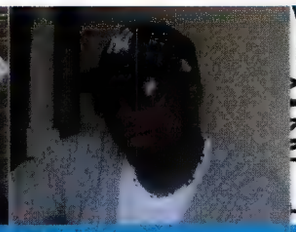
"One day I am going to find the invisible man who goes around hitting people in the stomach when something bad has happened. He always get away. It's because he's invisible."

CURRENTLY PLAYING

Kingdom Hearts 2

WHY WE MADE HIM TOP 8

The 'bad event creating feeling of being punched in the gut'/invisible man analogy, of course. Good creative thinking, there.



Sinclair

ABOUT HIM

"I'm tall dark and handsome. I'm also intelligent and opinionated. I like to think I'm a nice guy."

INTERESTS

"Women, sex, football, PS2, PS3 and PSP, doing concept design, making music, writing poetry, socialising with friends and anything else that's fun."

CURRENTLY PLAYING

Pro Evolution Soccer 2008

WHY WE MADE HIM TOP 8

We write poems too. "We are PSM3, our fave cheese is brie, let's have a cup of tea." We're waiting for The Culture Show to call.

Julia

ABOUT HER

"I'd like to meet God, to answer my questions. And also Darth Vader."

MUSIC

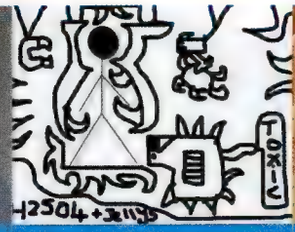
"My favourite bands are Slipknot, Chevelle, Seether, Red Hot Chilli Peppers, The Killers, Stone Sour, Trapt, South African bands like The Narrow and 16 Stitch."

CURRENTLY PLAYING

Final Fantasy XII, Lego Star Wars 2

WHY WE MADE HER TOP 8

So we've someone to share the space cab fare with when we jet into space to meet Darth Vader. What? Fictional character? *What?*



Nezumiiro Kitsune

ABOUT HIM

"I'm a lazy, geeky, hungry, vodka-loving guy. I must tell you that Japan Rules All."

INTERESTS

"I love Star Wars, D&D, Manga and Anime. I am, and always will be, a hardcore gamer."

CURRENTLY PLAYING

Resistance, Ratchet 3

WHY WE MADE HIM TOP 8

We love vodka. And Japan. Japan does Rule. Especially when you're running round Akihabara pissed to the gills on Absolut.

LewisArtois

ABOUT HIM

"Some call me evil. Some call me 'hippy'. Most, though, call me Lewis James McDonagh."

MUSIC

"I'm the frontman for the one and only Backlash (currently undergoing a renaming). My laziness is matched only by my love of Motorhead."

CURRENTLY PLAYING

Guitar Hero 2

WHY WE MADE HIM TOP 8

To suggest some new band names. Skum? The Loaves? Arctic Monk– no, been done. Captain Panhands? That's a *good* one.

Danny Beef

ABOUT HIM

"Please, please somebody take me to Vegas."

HIS LOVE LIFE

"A special mention to my girlfriend. We can spend days on computer games, we both like to blow shit up and kill people. When we're older, we're going to have a games room with a minibar."

CURRENTLY PLAYING

Heavenly Sword, MotorStorm

WHY WE MADE HIM TOP 8

We quite fancy being invited round to his games room to drink the minibar dry. Not that we're alcoholics. Honest, we're not.

Big Josh

ABOUT HIM

"SLADE – I would like to bum them."

GLAM ROCK

"SLADE!!!!!!!!!!!!!!!! SLADE ROCK !!!!!!!! AHHHHHHHHH I LOVE THEM! I also love *Guitar Hero* and classic rock, but my best band of all time is Kaiser Chiefs."

CURRENTLY PLAYING

GTA: San Andreas, Guitar Hero

WHY WE MADE HIM TOP 8

Slade must be due an ironic noughties revival, and Big Josh is clearly the man to lead the charge. C'mon the Slade.

*This game does not exist

MySpace Want to make our Top Eight? Go to www.myspace.com/psm3 and send us a friend request. We'll welcome you aboard shortly!

You What?

Leave Andy alone. He's the only one with any fashion sense, and he has cool.
EvilZebra, MySpace

You've obviously never seen Dan's green and pink striped dungarees. I'm John from Ireland!
John, Ireland

We're PSM3 from Bath! Nice to meet you!
Harry Parkhill, email

A... a *what*? Phew, thanks for telling us. This is a *scoop*... oh, no – wait a minute...

I've noticed a new kind of PS3 which only has 40gb memory. Thought you'd like to know.
We should trust Sony have made the right choice with Blu-ray.
Blake, MySpace

Yes, we should. And do. I've seen your pix on your profile, and you're really cute. I'm on webcam RIGHT NOW, do you want to chat with me?
Tomosa, MySpace

Yes, we definitely do. Our credit card details? Erm, OK... hey, where did all our money go? Why are the bailiffs here? Why are we homeless? Help!

Reader Critic

Disagree w[illegible] reviews? Then show us how it's d[illegible]

Great balls *FIFA* or *PES*? Daddy or chips? The eternal questions...

FIFA 08

'*FIFA* better than *PES*' argues man who's, er, never played *PES '08*...

Reader Profile

Name **David Holden**
Location **Ireland**
Fave games ***FIFA 08, GTA: San Andreas, SingStar***
About me **Currently a student, studying to be a maths teacher.**

You couldn't have been much more wrong on this one. *FIFA 08* is the best game of the series so far. In my opinion, it's the best football game EVER. OK, I'll admit I haven't played *Pro Evolution Soccer 2008*, so I don't know how good it is, but *FIFA 08* certainly the best football game that I've ever played.

The new 'Be A Pro' mode where you get to control a single player on the pitch is possibly the best part of the game. I always thought that a game where you only controlled one player would be brilliant. My friends laughed at me. Oh, how wrong they were. I was smiling when they said they loved it. A great idea that couldn't have been executed any better. But the game as a whole is far improved from its predecessors. What is the point of making a sports simulation game if it doesn't accurately simulate the sport?

Football isn't all speed and skill – it's about control and patient gameplay. That is what this game presents. If you want an unnaturally fast game, buy *Pro Evolution Soccer*, but if you want a game that represents the sport the way it really is, buy *FIFA* as soon as possible.

Yes, the graphics aren't as crisp as you would hope for, but the fantastic gameplay more than makes up for this. Even the little things, such as the mini 'Ronaldinho vs. Goalkeeper' game during the loading screens adds a great feel to it all.

FIFA 08 is a great game that proves that the series has a promising future on the PS3, and it's way better than *Pro Evolution Soccer*. Want a realistic version of the beautiful game for your shiny new PS3? This is it. **David Holden**

Reader Verdict

An accurate and addictive footie game, worth every single penny. **89**

@ Email us Subject 'Critic' to psm3@futurenet.co.uk. Or post a review to the usual address.

GRAW 2

Like 'real war', apparently...

Yeah, this what I want when it comes to war games. Really great action sequences and lots of room for tactical depth. You can approach a situation loads of different ways, like using high-tech equipment to command your squad or creating clouds of smoke so you can attack undercover. The AI is great and you grow rather attached to your compadres. There's also a cool vehicle called the MULE that you can control by remote, and it even gives you ammo and health whenever you need it. But don't let it get in the way of enemies or it'll be destroyed.

Resistance and the like are great, but this is how real war is, and if you are careless you'll not only kill yourself, but your men too. This is the best *Ghost Recon* game in ages – can't wait for the sequel to come out. **Nick Bradley** **91**

Splinter Cell

The original is best, says Rory

Forget all the sequels, because the first game is still the definitive *Splinter Cell* experience. The story is great, the action gripping and Sam Fisher was a decent guy just getting the job done, rather than out on some rubbish revenge quest like in Double Agent. The best mission takes place inside the CIA headquarters. You have to get through without being spotted by, or killing, anyone, or killing anyone. It feels like an episode of *24* sometimes. Even your boss is voiced by the president from that show's first season. I love the atmosphere and the voice acting. Michael Ironside is amazing as Sam. This is a really awesome film-style game – like watching an amazing blockbuster thriller, but only you're actually playing it. Awesome stuff. **Rory Adamson** **93**

"Why are games getting so short all of a sudden?"
Alex Allen email

The Sopranos
Bada-bing, bada-boom, bada-crap

What the Hell is this? This is an afront to the legacy of The Sopranos. If Tony saw this he'd probably have everyone involved killed. If Paulie saw this he'd whack the producer with his shoe. You play as the illegal son of Big Pussy (the traitor from season 1/2) and have to prove to Tony Soprano and the rest of the 'family' that you aren't a no-good rat like your father was. You do this by, well, beating people up, hijacking trucks, stealing things and so on. The best thing about the game for fans is being able to wander around famous locations like Vesuvio restaurant and the Bada Bing strip club, but the game is just so shoddy and lightweight and glitchy that you don't care. They have all the real voices, which is a waste if you ask me. A pile of turd. **Brendan Jones**

32

PSM3 You were so right!

"This is so crap. I regret buying it. The AI is so lame. They're idiots."
ConeBone23, email

Jericho

We said "A handful of nice ideas lost in a thick mist of generic design and 'scary' voices."
PSM94 | Andy Kelly | 65%

"It's not so bad. Some parts are a little bit scary, admit it."
Peter Knoxville, email

PSM3 You were so wrong!

YouTube The Video Zone
Out there gamer vids from the cyberdepths

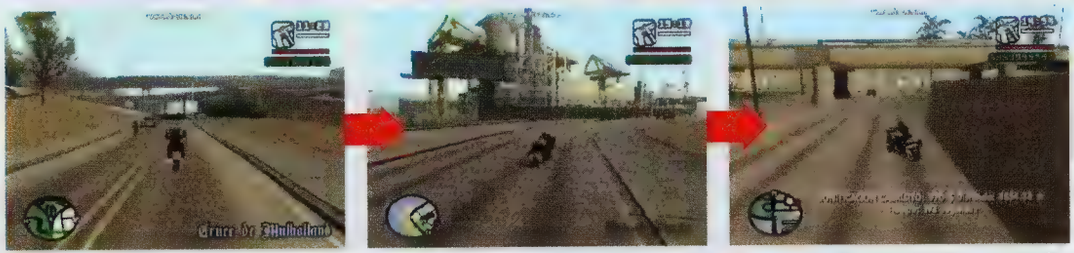
Pint-size *Guitar Hero* expert by beberle2

OMG Watch in awe as a tiny eight-year-old child storms through the tough-as-nails Psychobilly Freakout on Expert. He makes our fat-fingered pawing look ridiculous. Sigh. http://tinyurl.com/yb43mb

Resident Awesome 4 by CressDX

ACE From the makers of the equally hilarious *Metal Gear Awesome* comes this splendid piss-take of *Resident Evil 4*. We like the bit where Leon's inventory gets messed up. Haw haw. http://tinyurl.com/yuzwg8

San Andreas ultra-wheelie by Shareko707



YAY Here's a man doing a very long wheelie in *GTA: San Andreas*. It *really* is a long wheelie. We don't have much else to say, really. Oh, the reward was only $980... http://tinyurl.com/2d8558

Street Fighter 2 salsa by fermi

LOL Here's a couple from a Korean salsa dancing competition dressed as Ryu and Chun Li from *Street Fighter*. Notice how they recreate some famous moves... http://tinyurl.com/yov3rj

@ Email us Created your own brilliant fan vid? Or just found a gem you want to share? Email psm3@futurenet.co.uk and tell us all about it.

Subscribe to PSM3

Subscribe to PSM3 and get Spider-Man 3 on Blu-ray for FREE!

Why subscribe?

- ☑ Start a subscription today from just £9.99 every 3 months with Direct Debit
- ☑ You'll never miss an issue – 13 a year
- ☑ PSM3 delivered direct to your door, hot off the press
- ☑ Get the fantastic Spider-Man 3 on Blu-ray disc for FREE!

+ Free DVD every single month!

Don't miss your indispensable dual-sided DVD, rammed with hi-def videos.

THE PLAYSTATION 3 MAGAZINE
PSM3 DVD
PlayStation 2 & PSP
LITTLE BIG PLANET
All-new HD action from PS3's happiest game
74 GAME TRAILERS
All the hottest games on PS3, PS2 and PSP
FEATURING
Gears Of War | Metal Gear Online | Rock Band | Assassins Creed

DVD movies

Hours of PS3, PS2 & PSP movies compatible with any DVD player, PC or Mac

Super-quality HD movies

PS3 | Mac | PC compatible HD movies, screens, PS3 + PSP game saves & more...

This offer is available to all new UK subscribers paying by Direct Debit. Offer ends January 31 2008. Minimum subscription term is 12 months, if at any time during the first 60 days you wish to cancel just notify us in writing and we will refund you for all unmailed issues. For overseas subscriptions please visit www.myfavouritemagazines.co.uk/games

Back issues

Complete your collection for only £4.49 per issue by calling 0844 848 2852

Get Spider-Man 3 on Blu-ray disc for free!

Spider-Man 3 reunites the cast of the first two blockbuster adventures to take audiences to thrilling new heights. In Spider-Man 3, Peter Parker has finally found a balance between his devotion to MJ and his duties as a superhero. But when his Spider-Man suit changes, turning jet-black and enhancing his powers, it transforms Peter as well. Under the influence of the suit, Peter becomes overconfident and begins to neglect the ones he cares about. As two of the most-feared villains yet, Sandman and Venom, gather power, Peter's greatest battle is the one within himself. Can he rediscover the compassion that makes him a hero?

Two simple ways to subscribe

Quickly and securely online...

myfavouritemagazines.co.uk/upl/p116

Or call our telephone hotline...

0844 848 2852

(quote ref p116)

© 2007 Columbia Pictures Industries, Inc. All Rights Reserved. MARVEL, and all Marvel characters including the Spider-man, Sandman and Venom Characters TM & © 2007 Marvel Characters, Inc. All Rights Reserved.

FIGHT THE LIES

HAZE

- **Play the entire campaign** 4 player co-op on & offline.
- **Experience the high** and the power of Nectar as you play a high tech Mantel trooper.
- **As a cunning rebel** utilise your experience as Mantel trooper to fight back.
- **Furious 16 player** online multiplayer battles.

'Our imaginations have certainly been captured by Haze.' EDGE

'Since Haze looks and plays like no other PS3 shooter, we're getting cold sweats waiting for it.' - PSW

'Haze promises to be quite a trip.' - OPM

18+

www.pegi.info

ask about games .com

PLAYSTATION 3

© 2007 Ubisoft Entertainment and Free Radical Design Limited. All Rights Reserved. Haze is a trademark of Ubisoft Entertainment and Free Radical Design. Free Radical Design and its associated logo are trademarks of Free Radical Design Limited. Ubisoft, Ubi.com, and the Ubisoft logo are registered trademarks of Ubisoft Entertainment in the U.S. and/or other countries. Developed by Free Radical Design Limited. "PS", "PLAYSTATION" and "PS3" are trademarks or registered trademarks of Sony Computer Entertainment Inc.

EXPOSE THE TRUTH
Available December 2007
www.hazegame.com
FREE RADICAL
UBISOFT

VIDEOGAME CULTURE

EDGE

NINTENDO | SONY | MICROSOFT | ONLINE

Drake's Fortune
Reviewed: PS3's game of the year?

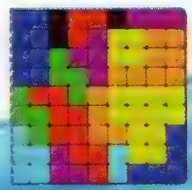
Too Human
A Diablo for the 360 generation

Writing fantasy
Steve Jackson on a life making games

WINTER GAMES

Super Mario Galaxy sets the pace for the gaming calendar's blockbuster season

Noby Noby Boy
Inside the weird world of Katamari Damacy's sequel



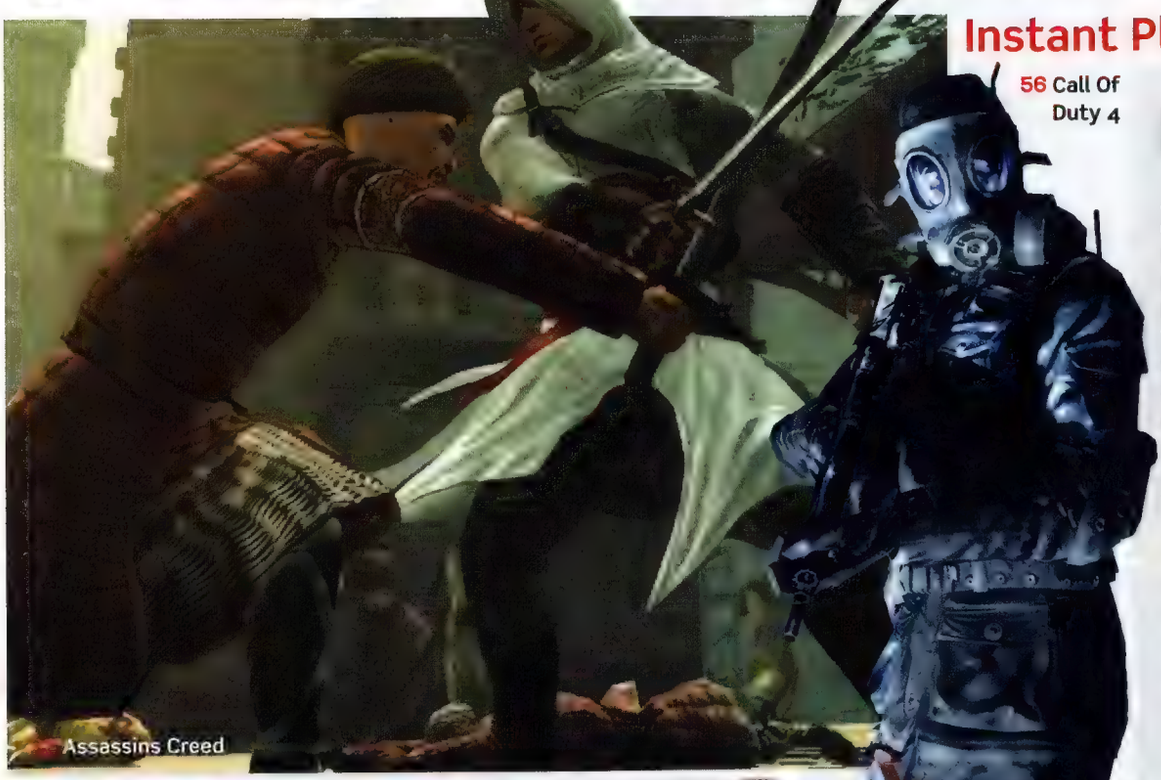
Pajitnov's progress
Tetris' creator talks puzzlers – and why Bejeweled makes him angry

REVIEWED CRYSIS **ASSASSIN'S CREED** MASS EFFECT **BEOWULF** KANE & LYNCH **ZACK & WIKI** THE WITCHER BLADESTORM **CASTLEVANIA: DRACULA X CHRONICLES** TIMESHIFT **SILENT HILL ORIGINS** HELLGATE: LONDON CALL OF DUTY 4 **MUTANT STORM EMPIRE** TONY HAWK'S PROVING GROUND **GUITAR HERO III** THE SIMPSONS

ISSUE 183 ON SALE NOW

PSM3 Reviews

Instant PlayStation justice



56 Call Of Duty 4

Start

Assassin's Creed	22
Call Of Duty 4	56
Need For Speed ProStreet	62
Lego Star Wars: Complete Saga	66
Beowulf	68
The Simpsons Game	70
Silent Hill Origins	74
Kane & Lynch: Dead Men	76
Guitar Hero 3	80
Crash Of The Titans	82
SOCOM: Tactical Strike	82
Thrillville: Off The Rails	82
Jackass: The Game	82
SingStar R&B	82
The Sims: Castaway	83
High School Musical: Sing It	83

"It'll have fans in delight, but it's shoddy beneath the sparkle"

The Simpsons Game page 70

PSM3 review scoring system

0-29 **Rubbish** An absolute stinker and an insult to gaming. The makers should be ashamed.

30-49 **Poor** Why did they do that? Some simple playtesting could have worked wonders.

50-69 **All right** Hey it works, and we can see what they were trying to do. And that's about it.

70-84 **Good** Worth playing, especially if you're a fan of the genre. It just lacks that touch of greatness.

85-89 **Superb** This is the sweet spot. If a game scores in this zone it's definitely worth your money.

90+ **Amazing** You must get this. Failure to do so would mean missing out on a real console classic.

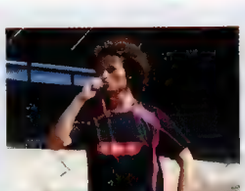
PSM3 BUY IT

The Award If you see this, then you should buy that game.

The Team

Not a single Christmas-themed photo here. Very poor, we know. Sorry...

Daniel Dawkins
Specialist in Extreme sports, late-night locksmith call-outs.
Playing *The Simpsons*: "I laugh when Homer jumps. It's worrying."



Nathan Irvine
Specialist in Sports games, posing in empty stadia.
Playing *NFS ProStreet*: "Perhaps racing fame will draw a crowd."

Andy Kelly
Specialist in Role-playing games, 'superstar' DJing
Playing *Assassin's*: "Skulking in shadows waiting for men? OK."

David Cook
Specialist in Shooters, being careful not to fall backwards.
Playing *PES 2008*: "Forget *PES*. Isn't my cowboy hat the *best?*"

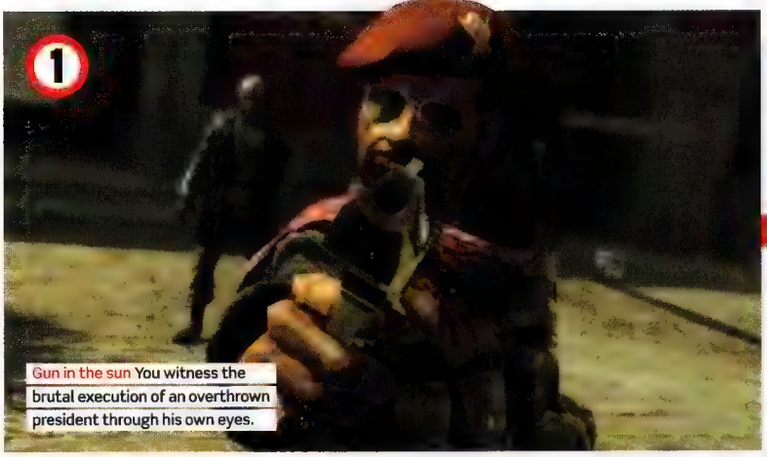
Joel Snape
Specialist in Beat-'em-ups, turning into a zombie.
Playing *Assassin's*: "All Zombies wear hats, right? *Hats?*."

Kath Brice
Specialist in Platformers, the games we didn't want to play.
Playing *Crash Of The Titans* "I like Crash, but no-one else does."

Disagree with our reviews? Email your outraged rant to **psm3@futurenet.co.uk**

Pub Activision | **Dev** Infinity Ward
Price £40 | **Release** Out now
Multi-player 1-18

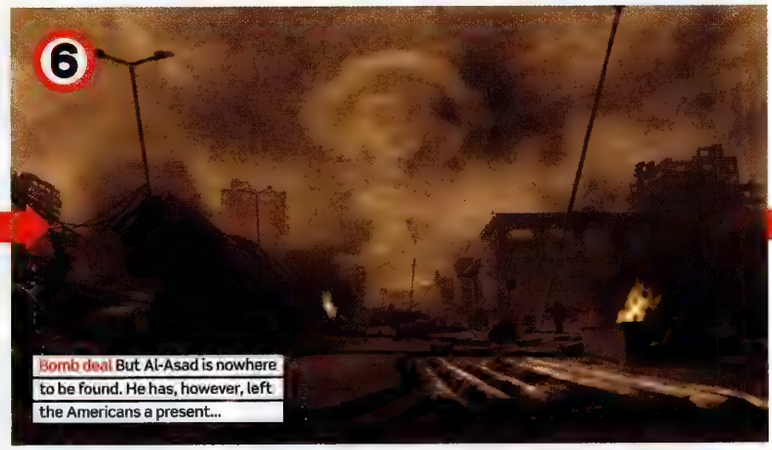
ON THE DISC
Watch CoD4 on our disc this month



Gun in the sun You witness the brutal execution of an overthrown president through his own eyes.

Fly boys Video of the execution is shown on TV, and the U.S. Marines charge in to capture Al-Asad.

Attack formation The Marines battle through Al-Asad's soldiers. The resistance is heavy.

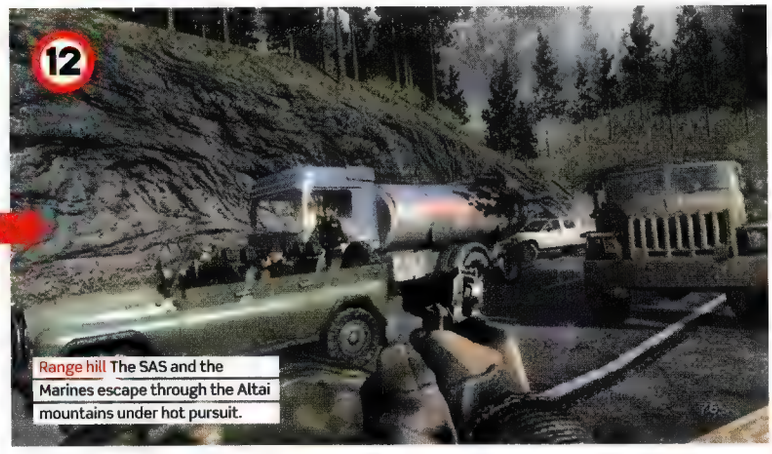


Bomb deal But Al-Asad is nowhere to be found. He has, however, left the Americans a present...

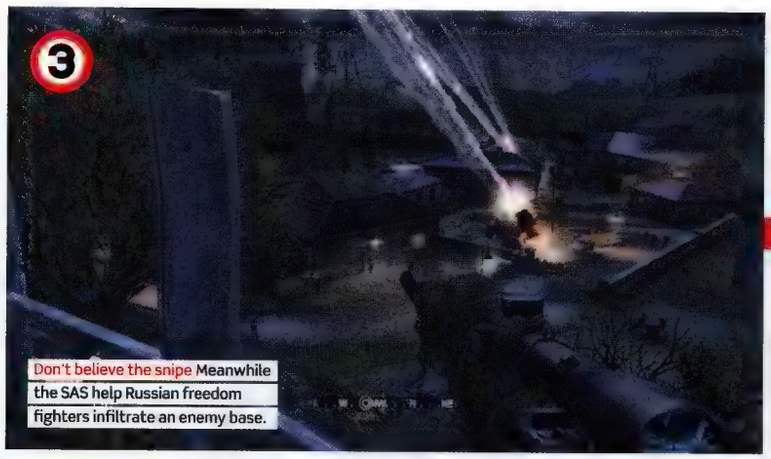
Dogs of war The Marines protect a stranded tank from wave after wave of angry ultranationalists.

Chase HQ Zakhaev's son flees through this village as Soap and Sergeant Griggs give chase.

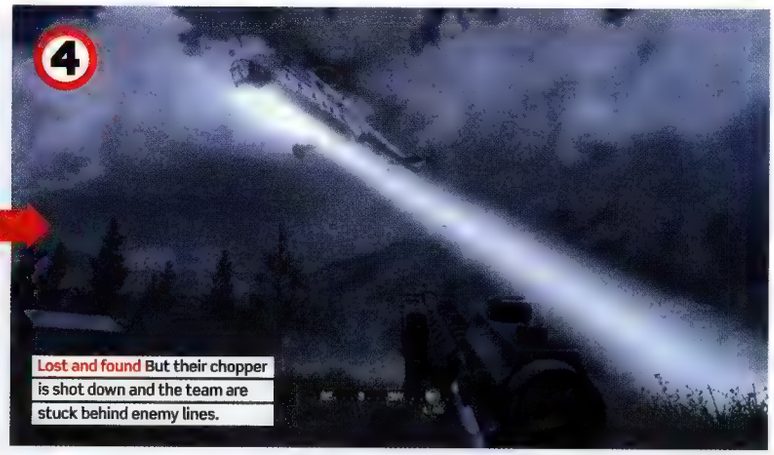
Nuclear sounds Soap has to stop the nukes reaching America. Does he enter the codes in time?



Range hill The SAS and the Marines escape through the Altai mountains under hot pursuit.



Don't believe the snipe Meanwhile the SAS help Russian freedom fighters infiltrate an enemy base.



Lost and found But their chopper is shot down and the team are stuck behind enemy lines.

Bite night The SAS fight through enemy lines and discover that Zakhaev is working with Al-Asad.

The great escape A flashback shows one of Captain Price's earliest missions in Chernobyl.

Call Of Duty 4: Modern Warfare

PSM3 BUY IT

If *Killzone 2* is better than this, we'll be amazed...

KNOW IT NOW

- The best-looking game on PS3? ☑
- Incredible variety throughout? ☑
- Online character customisation? ☑
- Just another boring old war shooter? ☒

With first-person shooters, it's hard to shake the feeling that you're being led through a series of planned encounters – like when you have to hang around and wait for an AI character to open a door, or endure a tedious cut-scene to unlock a set-piece. And while *CoD4* is as guilty of this as the next FPS, it's hard to notice, or rather *comprehend*, as your senses wilt under its frenetic pace, bewildering 360° explosions and jarring set-pieces. It's totally linear, but it *feels* like a million distractions are being fed into your brain every time you blink.

By binning the WW2 setting, Infinity Ward have freed themselves creatively – shorn of the weight of historical accuracy. As a result this is the maddest *CoD* yet. Forget traipsing around muddy fields and firing clumsy bolt-action rifles – *Modern Warfare* is a nuclear explosion of special effects and dizzying action. And this isn't simply an aesthetic change, it transforms the entire dynamic of the game, upping the pace and showing just how robust the engine is. Even during the most frenetic firefights it never wavers – from the pin-sharp facial expresssions, to the billowing smoke and jaw-dropping torchlight, it's the game you bought your HDTV for. If you aim at an enemy's head – *one* shot, and he drops. There's none of the sludgy movement, weedy 'spray paint' weapons or collision problems that plague many FPS's.

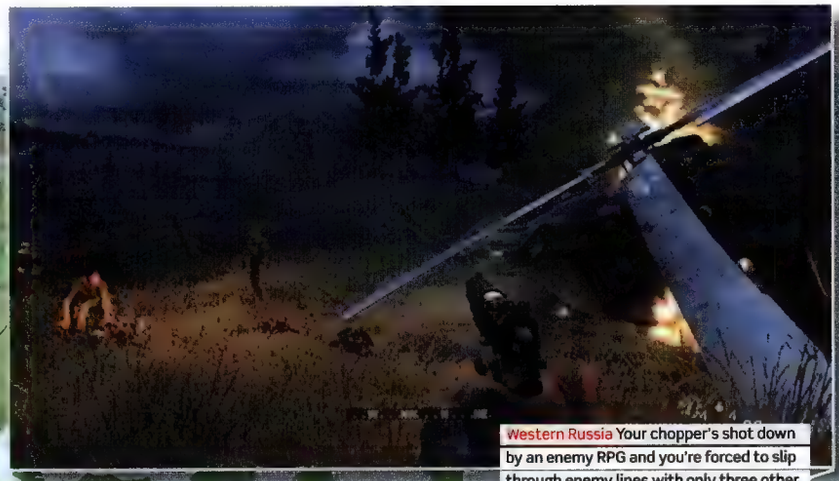
"A nuclear explosion of special effects"

The game takes place over 30 days, from the perspective of two characters. Rookie SAS soldier 'Soap' MacTavish is in Russia tracking down Russian terrorist Zakhaev, while US Marine Paul Jackson's after Al-Asad, a dictator who's just executed the president of a Middle Eastern country on

Tour of duty

From Russia with love

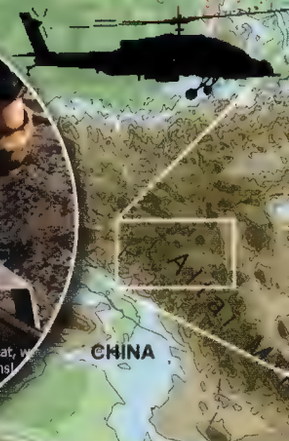
The SAS campaign takes place in Eastern Europe. Here are the best bits...



Western Russia Your chopper's shot down by an enemy RPG and you're forced to slip through enemy lines with only three other men and minimal weapons. Nightmarish.

Chernobyl This flashback sequence sees you travelling through Prypiat, Ukraine, then into the city of Chernobyl itself. It's incredibly beautiful and atmospheric.

Azerbaijan On the trail of Al-Asad, the SAS invade a village in Azerbaijan infested with ultranationalist terrorists. In one scene you use a minigun to down choppers.



Southern Russia The SAS team up with the 'good Russians', disguise themselves as enemy soldiers and ambush Zakhaev's son. It doesn't go quite to plan, however...

"The story is fast-paced and engaging, like a series of 24"

Altai Mountains A nuclear base armed with scores of nukes is tucked away here. You have to battle your way inside and halt three missiles headed for America. Yikes.

Grass resort You can just about make out a soldier in a ghillie suit hidden among the foliage.

Stat bastard

During this review we stopped...

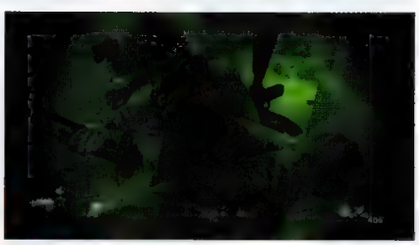
1K enemy soldiers

02 mad terrorists

12 tanks

03 deadly nukes

25 helicopters



Take my knife If you see an enemy struggling with one of your allies, jam a knife in his back by pressing R3.

live TV. After it transpires that these maniacs are in cahoots, the two campaigns collide and the Marines and the SAS end up working together to stop a volley of nukes obliterating the east coast of America. The storytelling is fast-paced and engaging, like a series of 24. And because it focuses on two distinct groups of characters rather than a slew of faceless soldiers you really engage with the cast. When a major player dies later in the game we were actually sad. No, really.

Battle stations

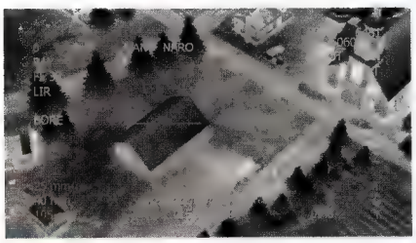
And the difference between the characters extends beyond their dodgy accents. When you're playing as Jackson, it's all frantic street battles, frontline skirmishes and jarring close-quarters combat. The warzone, Generic Middle Eastern City 4B (it's basically Iraq, but not), is a vicious gauntlet of exploding cars, suicidal soldiers with rocket launchers and a seemingly endless stream of enemy reinforcements. But over in Russia the SAS boys keep themselves to themselves, only engaging the enemy when absolutely necessary. In the first few missions your tiny four-man

"We'll be staggered if Killzone 2 matches this"

Splash damage This firefight in a TV studio really shows off the damage physics. Bits of debris fly everywhere and computers explode into fountains of fiery sparks.

squad creep through fields and sleepy villages, silently taking out enemy patrols and avoiding helicopter spotlights. In one brilliant scene you cut the power to an enemy barracks, equip your night vision goggles and coldly execute the baffled soldiers inside.

The game alternates between the two characters regularly, which gives the game texture and variety – something sorely missing from *CoD3*. In fact, variety is what makes *CoD4* so special. The levels are linear, but most areas have several different positions to fight from, letting you flank the enemy with grenades or move to higher ground with a sniper rifle. One of our favourite tactics, especially indoors, is to lob a flashbang at a group of soldiers then run in and knife them (by pressing R3) as they stumble around rubbing their eyes.



Lights out If you 'accidentally' hit the church in this level, the mission is a failure. Be precise with the cannon.

Thrill of the chase

There are also helicopter gunship missions – one of which lets you tear a city apart with a heavy duty cannon – and a thermal imaging camera level where you chase helpless enemy soldiers through a village at night. They've even added a physics system that lets you shoot through flimsy surfaces – plywood, plasterboard, etc – to get at entrenched enemies.

Arcade flyer

Finish the game to unlock Arcade mode. This lets you play levels against a timer, scoring points for kills. You can play a single mission, or the entire game.

But why is it so short? We played it on Normal and ploughed through it in three non-stop nights. The first chapter is lengthy, but the last two are half its size. But here's our top tip – play it on Hardened. Here, you absolutely must stay covered otherwise you die almost instantly. The ever-present threat of dying makes it approximately 400 times more exciting. Trust us, don't bother with Normal mode if you want your money's worth.

It's a moot point, since online multi-player is a game in itself, with near-limitless lifespan. Unlike the solo missions, the pace is absolutely breakneck and you'll spend a *lot* of your time dead when you first start out. But as you play, you earn RPG-style experience points which can be used to

Cloud and clear We won't say *exactly* what's going on here, or when it happens. Just know that it's one of the most incredible things we've ever seen. *Ever.*

Sneak in, sneak out Hiding in the grass directly under the noses of enemy troops is absurdly tense but thrilling.

upgrade your character and assign them specific skills (called Perks). You can choose three of these, the best of which include being able to sprint faster, shoot through walls and use your dying breaths to fire your pistol and score a sneaky revenge kill. In fact, a lot of these are taken from the single-player mode – it's not rare to assume a soldier is dead then see him drag himself away, firing at you.

The Price is right

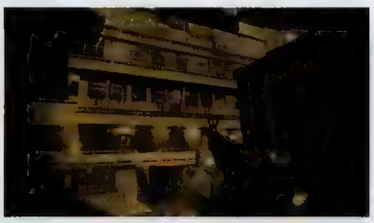
Recurring *CoD* character Captain Price has somehow managed to travel forward in time and appear in the present day. Is it the same guy? Or a distant ancestor? They have the same taste in handlebar moustaches...

Secrets

Best cheat mode ever?

CoD4's mad 'Ragtime Warfare' explained

Rag and bone Collect enough enemy intel and you can turn the game into a '30s silent film.



Grainy day Activate it during key dramatic scenes (deaths, etc) for optimum comic effect.

CoD4's multi-player is worth £40 alone – in fact, if you're not online yet, it's *almost* worth the extra £70 odd to sign up. There are a few extras, though, if you plan to remain offline, like pieces of 'enemy intel' scattered around the game – 30 in total – which unlock bonus cheats. Some of these are useless, but some are priceless. Our favourite is 'Ragtime Warfare' which turns the game into a '30s silent movie.

It's so good – essential, even – that we'll be staggered if *Killzone 2* matches this level of calibrated chaos. *COD4*'s so polished, play-tested and designed, it makes almost everything on PS3 look foolish in comparison – humbling given its multi-platform status. It's as linear as a tape measure, and you'll probably only play it through twice – if that – but the invigorating, chaotic thrill of your first time will leave a such a dramatic footprint, all FPS's to follow will have to work *extremely* hard just to scuff its tracks. **Andy Kelly**

Fave Feature

PSM3 Verdict

***Call Of Duty 4: Modern Warfare* contains...**
Nuclear war | Futuristic weaponry | Lots of helicopters | Mad cheat modes

Overall A triumph of set-piece design, special effects and impeccable FPS action. Mindblowing.

94

Pub EA | **Dev** EA
Price £40 | **Release** November 23
Multi-player 1 - 8

ON THE DISC
We'll review *ProStreet* on the disc next month
PS3/Reviews

Straight and narrow *NFS* has gone back to providing really *long* roads to hurtle down. The sense of speed when you're hurtling at full tilt is amazing.

"Feels far more focused and immediate than it did before"

Need for Speed ProStreet

Fresh controls and blistering pace – *NFS* is back to winning ways

KNOW IT NOW

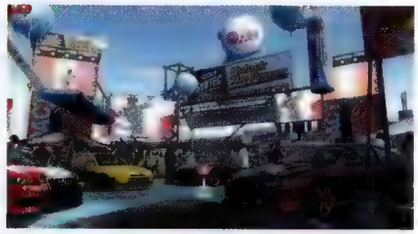
Fastest *Need For Speed* ever?	☑
The tools to create a unique-looking ride?	☑
Oddly repetitive EA Trax selection?	☑
The usual illegal street racing?	☒

Ryan Cooper. Don't worry if you've already forgotten the name since you'll be hearing it 'once or twice' in *Need For Speed ProStreet*. It's the monicker of your driver in Career mode. He's not the most charismatic character. In fact, he's practically mute – and you only ever see him with his helmet on – but that doesn't stop the commentators banging on about him. "It's Ryan Cooper about to light this race up," praises one MC. "If it's too hot in the kitchen get out of Ryan Cooper's car" another remarks, nonsensically. By the time we'd finished our first few races, the name 'Ryan Cooper' was the equivalent of scraping nails down a chalkboard to a Mika song. Thankfully, this is one small annoyance in an otherwise solid racing game, which marks a welcome return to form for the faltering series.

Happy days

OK, so you can't create a character like almost every other EA game, but rather than chuck in a load of pointless cosmetic features, EA have gone under the bonnet and tinkered with the engine. Unsurprising, since they nearly wrote off the series with *NFS Carbon* on PS3 (PSM83 58%). What's new? Most racing is done during the day so there's no more eye-strain as you try to pick out distant bends. Career mode offers five different disciplines (see Driving School), while online play – more later – caters for 1-8 racers. Most noticeably, *NFS ProStreet* has taken racing off the streets and handbrake-turned onto more legal ground – that is, proper tracks and cornered-off courses. The only traffic you'll face here is from other racers, not unfortunate Sunday drivers. This is interesting for two reasons because a) the action feels more linear and compact, as opposed to the free-roaming bits of old where you hunt down the competition and b) it could spell the end of the illegal street racing that *NFS* has become famed for. Sure, a lot of people enjoy cruising around fictitious cities and weaving through motorway traffic, but *Need For Speed ProStreet* feels far more focused and immediate – you can hop into races and competitions at the drop of a clutch.

Need For Speed has always been a showcase for pedal-to-the-floor racing since its early days on PSone back in '95 and, after diverting down weird (playing as the cops in *Hot Pursuit*) and wonderful (embracing the tuner culture with grateful arms in *Underground*) side roads,



Show time On race day, *ProStreet* looks like a packed supermarket car park, but with more inflatable adverts.

Plenty of car-acter The photo-realistic vehicles look lovely as they glint in the sunshine. And with a wealth of rides to choose from, you never need stick to one.

Driving school

Your five disciplines for guaranteed success

This time around, it's not just about being fast

Smokin' drag on Our favourite event. Warm your tyres before the race by holding R2 in the green zone, then crank through the gears as quickly as possible.
DRAG RACING
Skids are alright Drift cars have special tyres that make them slide around the track. Tap ⊗ for your handbrake, hug the corner and you'll easily glide to victory.
DRIFT RACING
Gripping stuff These races are sometimes played out with both you and your opponents in the same car. Which can get pretty confusing.
GRIP RACING
Quick and the dread Even though these challenges are straightforward speed tests, you'll have a job trying to stay on track as you edge closer to 200mph.
SPEED CHALLENGE
Scoring goals This multi-lap races sees you trying to hit checkpoints quicker than your opponent. The faster you are, the more points you'll take. Nail all four for the win.
SHOOTOUT RACING

it's come back to the basics of high-speed simulation racing.

Races fizz with menace, amplified by fuggy knots of smoke, chunky car models and twitchy steering. The Autobahn section is almost *too* fast, easily a match for *Burnout 2*, or *WipEout*'s giddying highs, as one false move will see you plough into the central reservation and ignite one of *ProStreet*'s new features – slow-mo crashes. If you total your car – and you will at high-speeds – the action slows as your vehicle flies through the air and comes apart in tiny details. Yup, there's certainly far more realistic and exciting handling than in *NFS Carbon*. Squealing into corners in a Lamborghini Murcielago at 170mph will see your wheels puff out more smoke than a power plant as you desperately flick between gas (R2) and brakes (L2). A four-wheel drive powerhouse like a Subaru Impreza feels like it's glued to the asphalt and you'll easily take bends at speed, but try the same trick in a rear-wheel drive BMW and you'll oversteer and flip like an eel out of water. It really pays dividends to know your car's limits before getting behind the wheel in *NFS ProStreet*.

Damage is governed by real-word physics. Stove your motor headlong into a wall and its bodywork will concertina like the middle of a bendy-bus. There are two types of damage – 'light', which means your wing-mirror or bumper might fall off and pose a hazard to other drivers for the rest of the race, or 'heavy'. That – after a nasty prang – will see your bonnet fly off into the distance and your speedometer flash red. Thankfully, it only *looks* horrific and barely affects the steering or engine, because we've had a few nasty smashes and still easily blew the opposition away.

NFS ProStreet

"An enjoyable game with some basic problems"

Paint it black There are literally thousands of combinations availabe to make your car look unique - like this sexy little number here. You can take them online, too. Neat.

Line it up There's a coloured line to advise where you should be on the track. Or go across the grass.

Heavy smoker The beautiful swirls of tyre smoke looks lovely as you do burnouts to warm your wheels.

Back to the Story mode, and EA have ditched racing for pink slips and dirty cash in exchange for a carnival show complete with dancing ladies, an over-the-top MC giving shout-outs and, of course, loads of tuned up cars. If you've never been to one of these events, then you'll be initially left cold by your surroundings. Bear with it, however, and you'll enjoy the moment as enthusiasts walk by your car, snapping pictures of your latest creation. Then there's your nemesis, Ryo. He's the King of Showdown racers, but before you can even think about challenging him for his crown you have to beat his entourage of drivers at special events first. Doing well in lesser showcases will give you the cash to buy the rides to take these fellas on, so be prepared to put the time in.

Care to see the menu?

Though it's largely enjoyable, *ProStreet* does have problems. Menus are needlessly complicated and you'll need to flick through about three or four just to get your motor out of the garage, while on race days, you can't tune your car without leaving the event and all the points you'd accumulated. And why can't we create our own racer? 'Being' Ryan Cooper gets dull.

ProStreet looks gorgeous as you bomb along at crazy speeds in a blur of rich colours (although it can look a little juddery at times) and spend ages poring over every contour of your motor, modifying it with the still awesome Autosculpt mode. But after prolonged play we realised that our enjoyment had been replaced by OCD – we were playing the races just to unlock new equipment and areas. It's not that the excitement stalls, it's just that the routine of dipping into race days to earn cash to spend on your car and and doing it all again triggers the completist in you, until eventually having the best motor is the most important thing of all.

Beauty and the beasts

You can tweak almost every aspect of your ride including exhausts, window tints and spoilers. Then you can share your car with others online. Clever, eh?

Online you can race up to seven others, and create your own multi-stage race day for people to join – and you can even post the blueprint of your wildest car for others to follow themselves.

Juiced 2 (PSM94, 80%) is still out in front, due to its superior atmosphere and slick controls – but *ProStreet* isn't far behind. If it can add a bit more variety next time, it's sure to catch up. Ditching Ryan Cooper would definitely help. **Nathan Irvine**

Fave Feature

PSM3 Verdict

***NFS ProStreet* contains...**

Drag racing | Scantily-clad women
Eye-melting speeds

Overall A touch repetitive, but a confident, high speed, return to form for *Need For Speed.*

79

PS3

Pub Lucasarts | **Dev** Traveller's Tales
Price £40 | **Release** Out now
Multi-player 1-2

ON THE DISC
We'll review Complete Saga on the next disc

Lego Star Wars: The Complete Saga

Two great games in one package, but only Lego padawans will feel its force

KNOW IT NOW

Both *LSW*s in one bundle? ☑
Star Wars makes its PS3 debut? ☑
Co-op play available over the Network? ☑
An all-new *LSW* experience? ☒

Tricky, this. In *Complete Saga*, you've got two superb games on one disc – well worthy of your money, you'd think. But looked at another way, *Complete Saga* is merely two *old* games on one disc, but slightly enhanced for PS3. Clearly *not* worth your cash if you've already played them – which, probably, you have.

So what you get are both *LSW*s, with every level of each accessed via the Mos Eisley Cantina. But there are a few other bits and bobs. There are new characters – Boss Nass, R5-D4, Watto and so on – some additional Bounty Hunter missions, and a sprinkling of proper new levels. Chief among these is the chase of Zam Wessell, placed at the start of Episode 2, which sees Anakin hurling after Wessell on his speeder. It's a basic, if fun enough, high-octane chase interspersed with a series of puzzles in which Wessell traps Anakin in bomb depots. Anakin's got to fly over trip-switches in a certain order so he can escape. But hang on – flying? PS3? Lord help us, that can only mean one thing...

Motion sickness

Oh, yes, tilty-pad fans, it's motion-sensing time again and – quelle bloody surprise – it's utter pap and damn-near unworkable. Your craft rarely seems to respond to your jerks and twists in the way you'd like. Isn't Sixaxis *brilliant*? Fortunately, you can also play normally with the sticks. Curiously, though, while new flying levels like this offer Sixaxis control, older flight sections – like the Hoth Battle at the start of Return Of The Jedi – haven't been adapted accordingly. Not that we care.

But perhaps the biggest news for the hardcorest of Star Wars fans is that Free Play mode now allows you to take any combination of characters from the original and later trilogies into combat together – once you've finished said level in Story mode, that is. Fancy getting Jar Jar Binks and Princess Leia together to battle evil? Of course not – time hasn't dulled our hatred of Jar Jar – but you could if you wanted to. You'll also be able to use the character customiser to create a mash-up of characters from across all the movies. Qui-Gon Jinn's head on Chewbacca's body? If you fancy it, yes.

Lego Star Wars: TCS

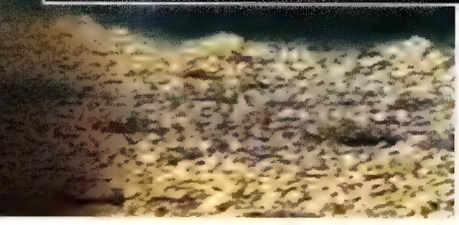
"It's quite possible to forget you're playing a next-gen game"

Character reference PS3's power has added little, but – dammit – Lego Han queers our judgement.

Getting on board Jab Ⓐ to clamber on board animals and vehicles. Then go and kick ass.

Movie magic Every key scene from all six of the films is here, faithfully recreated in Lego.

Ace of space The space battles are every bit as fun as we remember them.



Final changes? In Free Play, all the characters can build Lego constructions, whether they have the Force or not. And, of course, the graphics have been spruced up a bit. However, although everything looks a bit shinier, it's quite possible to forget you're playing a supposedly next-gen game at all and think you're back saving the galaxy on PS2. Well, at least until you notice your pad isn't rumbling.

Net profit You don't need a friend in the room for co-op play – you can also meet a mate over the Network for lightsaber action.

Familiar faces

And that's about it for new stuff – everything else remains pretty much the same as ever; it's charming, laugh-out-loud funny, accessible entertainment, with probably the finest Co-op mode in games. You can still manipulate almost every bit of the environment, and build blocks, platforms, vehicles and weapons out of handy piles of Lego. The vehicle sections are incredibly zippy and smooth, and the puzzles, while never likely to break your brains, are fun distractions from the blasting and platforming. Meanwhile, combining the two titles together solves the biggest problems that both games had previously – the lifespan. *LSW2* clocked in at about 10 hours, while the original was only about eight. Now, of course, you have 18 hours or so of gameplay, for less than the price of buying both separately.

Are you an experienced Lego Jedi? Don't touch this with a 10-foot lightsaber – the new bits don't even come close to justifying the outlay, and it does nothing to push the next-gen tech. New to the series? *Complete Saga* is terrific, and getting both *LSW*s on one disc is a bargain. And so you should definitely buy it. **David Cook**

Fave Feature

PSM3 Verdict

***LSW: The Complete Saga* contains...**

Both *LSW* games on one disc | New levels
New characters | Tilty-pad bits

Overall Terrific games, but *TCS* is pointless if you've played them both before. But if you haven't, get it.

80

Pub Ubisoft | **Dev** Tiwak
Price £40 | **Release** Out now
Multi-player None

ON THE DISC
Beowulf, in all its glory, is on this month's disc
PS3/Reviews

Slash machine Beowulf doesn't begin levels with a weapon – he has to find swords stuck in the ground. To pull them out you have to tap ◎ repeatedly. Sigh.

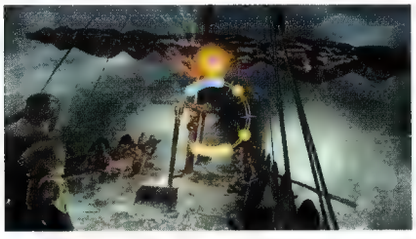
Ghouls out This is Grendel, Beowulf's evil nemesis.

Beowulf

The legend of Beowulf: warrior, hero, hater of crabs

Beowulf is the oldest piece of literature in the English language, and while we haven't read it (we'll watch the film – it's got Angelina Jolie's bottom in it), we doubt there's a bit where Beowulf strolls up a mountain fighting giant crabs. Your first hour in the mythical realm of, er, Denmark, is spent punching crabs – has no-one learned *anything* from *Genji*? – and wandering up a drab mountain path. It looks like it was made by a group of bored students for tuppence.

It's *full* of graphical glitches. When the action pauses for a cut-scene, your gang of identically-faced soldiers disappear, flip backwards and forwards or get stuck behind scenery, and when you knock over a group of enemies at the same time they'll all get up in perfect unison, with identical animations. These flaws destroy any notion of atmosphere and are a constant reminder that *Beowulf* is no more than a badly-made videogame.



Sail away Tap the on-screen button prompts in time and your men row in rhythm. Not as bad as the fighting bits.

If it's broke, fix it

And when you're fighting it does that really annoying thing of not letting you interrupt animations. So if you swing your sword at an enemy and they move away, you can't stop or right yourself – you just fruitlessly swat at the air like a nitwit until the combo ends. And what really boils our piss is how easily they could've fixed it. A simple tweak and a playtest and we'd have one less thing to moan about and one less reason to hate *Beowulf* with a mighty passion.

They've attempted to add variety to the game by letting you use Beowulf's kingly charisma to command your troops. By following on-screen prompts in time with the sound of banging drums you can order them to heave heavy boulders out of the way, row faster or, in one scene, sing to attract the legendary beast Grendel. A decent concept, but, as you're attacked throughout these and so forced to start again numerous times, executed with the grace of a legless elephant.

For a game based on one of the greatest fables in history, the developers of the Beowulf game know bog-all about storytelling. The game hurriedly nudges you from set-piece to set-piece without really telling you anything about who you are or where you're going. We assume they expect you to have already seen the film, but we haven't, and we don't know what the Hell's going on. Finding any redeeming qualities in such dross is like looking for a piece of hay in a stack of needles, and far more painful.

Andy Kelly

Happy talk

Ray Winstone has lent his voice and likeness to the game, as has Anthony Hopkins. No Angelina Jolie, though. Rubbish.

PSM3 Verdict

***Beowulf* contains...**
Giant crabs | Rhythm action sing-alongs
Regional accents | Ray Winstone's face

Overall An unavoidably bad game with shoddy design and a lame, thankless combat system.

41

STARRING SOON IN A LIVING ROOM NEAR YOU.

The blockbuster movie trivia game comes to Xbox 360™ featuring four easy-to-use, Big Button Controllers. And with 1,800 all-new questions, including movie clips in HD, you'll rarely see the same one twice. All of which can turn your next party into an epic premiere.

xbox.com/sceneit

12

Microsoft game studios

© 2007 Microsoft Corporation. All rights reserved. Scene It? and Screenlife are registered trademarks of Screenlife, L.L.C. © 2007 Screenlife, L.L.C. All rights reserved.

Jump in.

XBOX 360

Pub EA | **Dev** EA Redwood Shores
Price £40 | **Release** Out now
Multi-player 1-2

ON THE DISC
We'll review *The Simpsons* on the disc next time
PS3/Reviews

The Simpsons Game

Generic platforming rescued by a load of *genuinely funny* jokes

KNOW IT NOW

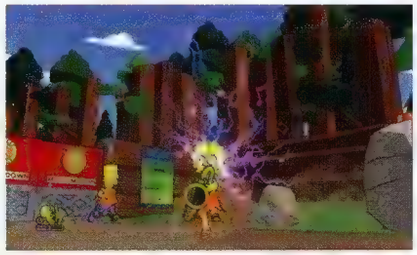
- **The funniest game on the next generation?** ☑
- **Television-quality cut-scenes?** ☑
- **Hundreds of collectables?** ☑
- **Polished and slick gameplay?** ☒

You know *The Simpsons Game*'s special when, after double-jumping for the first time, The Comic Book Guy pops up and says "Oh, *real* original." This is one of the most self-referential games ever made and it doesn't just shatter the fourth wall, but pounds it into dust. On telly The Simpsons regularly parodies pop culture, but now it's videogames' turn. Each of the game's 18 levels either reference, or are completely based on, popular games.

It's like a Treehouse Of Horror episode, eschewing continuity in favour of placing the Simpson family in increasingly preposterous situations. At the beginning of the game, Bart finds the game's manual and learns that he and his family have incredible super powers and that their whole life up until this point has been a videogame. Bart himself can transform into Bartman, letting him float with his cape and use a grappling hook, Lisa can use the Hand of Buddha to lift enormous objects in the game world, Marge has a megaphone that lets her recruit Springfield residents to form an angry mob and Homer can turn into an enormous, rolling ball. This forms the basis of the gameplay, with each family member's powers being used to solve various puzzles and defeat enemies.

Sugar rush The first level's set inside Homer's brain, as he dreams about a world made of chocolate overrun with angry bunnies.

As you move through the game the family unlock additional powers (Homer, for instance, can eat a Guatemalan insanity pepper and turn into a flaming ball of destruction) and collecting items strewn around Springfield increases their health bars. It's a fairly rudimentary upgrade system, but it works well enough.



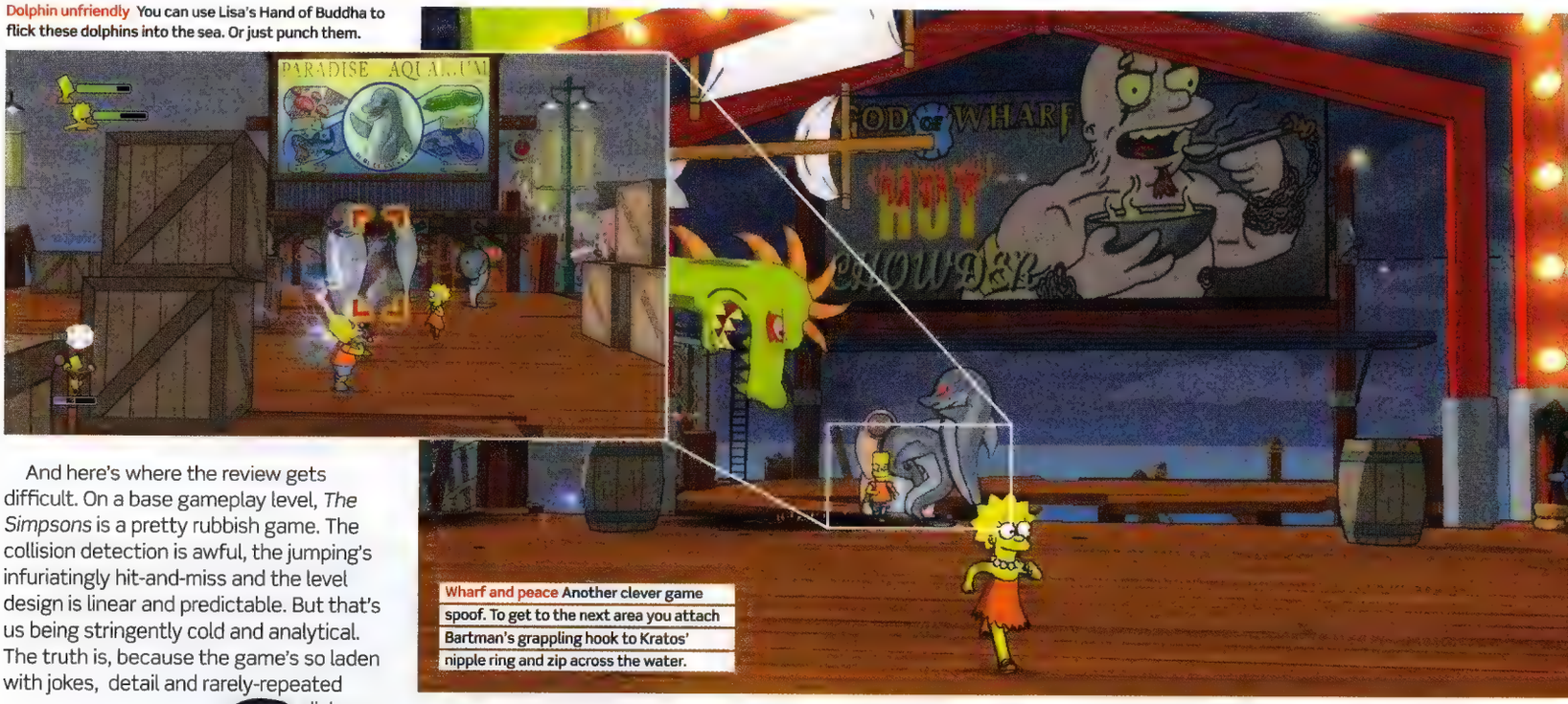
Log chorus Hold ◎ and Lisa's saxophone will explode with musical energy, stunning enemies around her.

It's a hell of a town

Springfield serves as the game's hub. A large chunk of the town has been lovingly rendered for you to explore freely. The scale's a bit weird (is the Retirement Castle *really* two doors down from the Simpsons' house?) but bumbling around spotting references and exploring buildings is a thrill, especially for fans like us. Wander into a pillar of light and the next mission begins.

The Simpsons

"Linear and predictable, but so full of jokes and detail you won't care"



Dolphin unfriendly You can use Lisa's Hand of Buddha to flick these dolphins into the sea. Or just punch them.

Wharf and peace Another clever game spoof. To get to the next area you attach Bartman's grappling hook to Kratos' nipple ring and zip across the water.

And here's where the review gets difficult. On a base gameplay level, *The Simpsons* is a pretty rubbish game. The collision detection is awful, the jumping's infuriatingly hit-and-miss and the level design is linear and predictable. But that's us being stringently cold and analytical. The truth is, because the game's so laden with jokes, detail and rarely-repeated dialogue, you won't care. You'll curse and fume, but seconds later you'll laugh your ass off. There are a few sections where it's not particularly funny, and the tiresome mission objectives become boring, but they're rare.

And whenever you moan about something ("Oh, great, an escort mission...") The Comic Book Guy will appear and say *exactly* what you were thinking. There are 31 'videogame cliches' to collect scattered throughout the game. A flimsy excuse to fill the game with archaic cliches, or a clever post-modern joke? We can't decide. We love it really, but a shitty escort mission is still a shitty escort mission, whether the game acknowledges it or not.

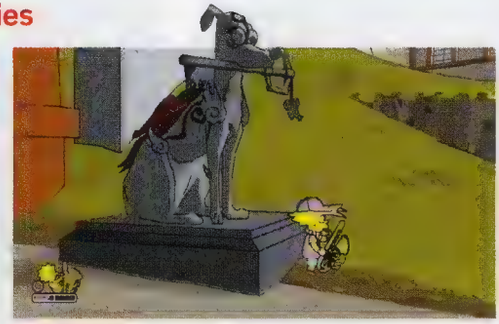
The Simpsons Game is another 'drop in, drop out' co-operative multi-player game. At any time a second player can join in, and the game goes split-screen. It's not quite as much fun as *Lego Star Wars* (probably because you can't harm each other), but solving puzzles in tandem with a chum is a lot more

References

Spot the spoof

Some of the game's smartest parodies

Grand Theft Scratchy This area looks exactly like the Grove from *San Andreas*, even down to the orange-coloured sky and roaming pimps. "Unpimp that house!" yells Marge as you clean up the streets.

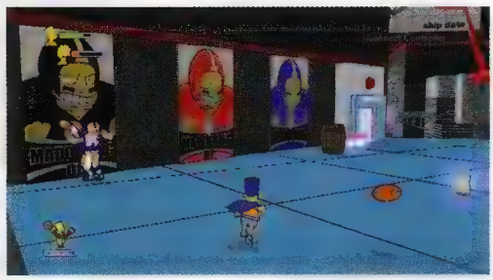


Kingdom Hearts Two parodies in one – Santa's Little Helper with markings like Amaterasu from *Okami*, with a keyblade from *Kingdom Hearts* in his mouth. The game's full of brilliant details like this.

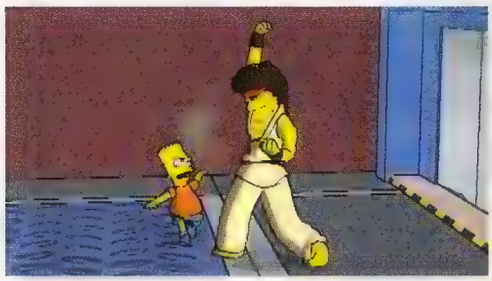
Katamari Damacy Milhouse's costume is a clear parody of the King of All Cosmos from the *Katamari* series. He's 100 feet tall and roams around in the background talking to himself.

Will Wright As we mentioned, *Sim City* creator Will Wright is a boss. Notice the diamond under his floating platform; this is the icon that appears over your characters' heads in *The Sims*.

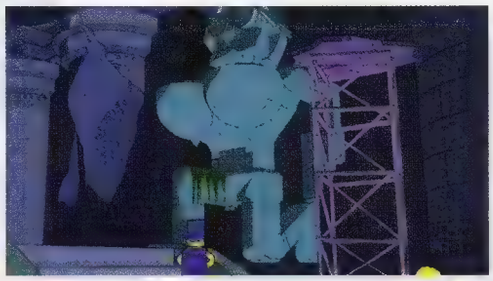
Shadow of the Colossal Donut Aliens bring this statue to life and it rampages around town. To defeat it, you have to climb it and attack its weak points, a parody of Team Ico's *Shadow Of The Colossus*.



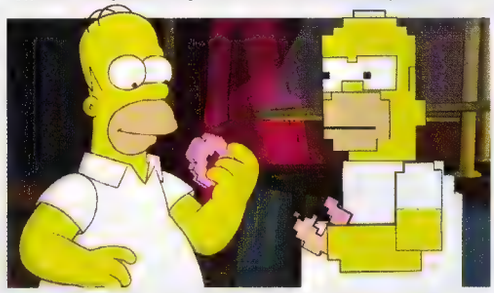
Maddening In EA's marketing department there are comedy posters for imaginary EA games, including *Maddening 08* (and *05*, *06*, and *07*), *Need For Speedo: Sexy Time*, *Commando And Conquer*...



Street Fighter These enemies are based on Ryu from *Street Fighter*. They even blast fireballs from their hands. If you beat them up they shout "Respect your elders!" and try and Dragon Punch you.



Tomb Raider In the Springfield Natural History Museum, one of the ancient statues is clearly Lara Croft from *Tomb Raider*. "Why does Bart get to go on all the sexy platforms?" mutters Homer.



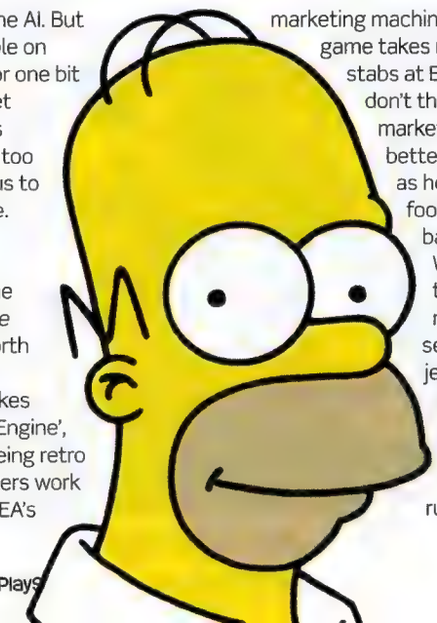
Retro Simpsons After rescuing these pixelated Simpsons sprites from Will Wright's retro game furnace, Homer shares a donut with himself and they wander the level chatting to each other.

fun than it is with the AI. But it's perfectly playable on your own, except for one bit where we had to get someone to help us because there was too much going on for us to deal with it all alone.

Joke tree

But above all, it's the jokes that make *The Simpsons Game* worth playing. The most memorable level takes place in the 'Game Engine', a factory where ageing retro videogame characters work as slaves to power EA's marketing machine. Amazingly, the game takes regular, relentless stabs at Electronic Arts. "Why don't they use all this marketing money to make better games?" quips Bart as he battles *Madden* football players. Later, you battle *The Sims* creator Will Wright (voiced by the man himself) as a maniacal boss. "Did EA send you? They're jealous of my intelligence," he says as he floats around on a platform forcing Bart and Homer to run through a demented osbtacle course lined with posters of rejected *Sims* game ideas. *Sim Sandwich*? It's great stuff.

The *GTA* spoof is excellent, too. Marge enters a clear parody of *San Andreas* (where Itchy and Scratchy clones battle relentlessly as rival gangs) and literally cleans it up with a gang of 'dawgs'. You



Inflate crime

Homer can fill up with helium and float around the level looking for secrets. It only lasts a few seconds, though.

Great ball of Homer Press ⓡ to dash foward in Homer's ball form. Great for clearing gaps and crushing enemies.

Drop zone Protect Marge and the mob from furious gamers by dropping cars on their head. You also have to block gushing fire hydrants to proceed foward.

Sideshow mob By the close of this level Marge's pitchfork-toting mob is over 20 strong. You end by attacking City Hall.

Alien nation Fighting dozens of aliens really shows up the lame combat. We hate these bits.

turn brothels into candy shops, kill pimps, refurbish houses and, best of all, use Maggie to sneak into a radio station and replace the rap music with Elton John and Stevie Wonder's That's What Friends Are For. The entire game's production is incredible polished, and the cut-scenes are as good as the TV show, like watching The Simpsons on Blu-ray. Electronic Arts' licensing and financial might has been put to exceptional use.

So, should you buy it? That's a difficult one. It's reasonably lengthy, it's hilarious and it'll have Simpsons fans (everyone, basically) whirling with delight – but it's also a pretty shoddy game underneath the EA sparkle. So, if you're the type of person who demands tight, polished gameplay, maybe you should give this a miss. Some of the more prolonged combat sections are so frustrating, you'll hurl the pad in anger more than once. But if you're able to look beyond the cruddy design and just have a bit of shallow fun, *The Simpsons Game* is definitely worth your time, especially if you have someone else to play with. EA's bravery in laughing at itself is commendable (witness an unnamed 'EA exec' sat in a hot tub with Mayor Quimby accepting bribes and cuddling busty bikini-clad bimbos) and the cut-scenes are all brilliant. As a game it's flawed, but as a piece of *entertainment*, there's little else to touch it.

Andy Kelly

Sax appeal Lisa uses her sax to stun enemies and then force them to do battle with each other.

Fave Feature

PSM3 Verdict

***The Simpsons Game* contains...**
Great jokes | All the voices from the show
A shameful lack of Ralph Wiggum

Overall Flimsy platforming and lame combat, but so funny it's hard to care. Fans will go nuts.

70

Pub Konami | **Dev** Climax
Price £40 | **Release** Out now
Multi-player None

ON THE DISC
Watch our *Origins* review on next month's disc
PSP/Reviews

Copy and paste This monster has no face, a weird-shaped head, drags a giant knife, wears a butcher's smock and abuses nurse monsters. Pyramid Head, anyone? Cuh.

Silent Hill Origins

The chills are handheld-sized, but no less horrifying

Silent Hill has always been scary because of what it *doesn't* show you. It's the little things that get to you the most; weeping ghosts, implacable thuds, grinding machinery, that sort of thing. And while *Origins* is an admirable attempt by a Western developer to capture the magic of the Japanese-developed originals, it doesn't *quite* manage it. But that doesn't mean it's not worth your time.

It's the story of Travis O'Grady, a burly trucker (with a shady past) who finds himself lost in the foggy streets of Silent Hill after rescuing a girl from a burning house. That girl, as it transpires, is Alessa Gillespie, the demon-harbouring tyke responsible for the town becoming a rusting, blood-spattered Hellhole.

Nurse for wear Knock an enemy to the floor and you can finish it by pressing ⊗. It's the only way to *really* kill them.

Dirty old town

As the title suggests, *Origins* is a prequel, set years before the events of *SH1*. Travis explores the Old Town area, visiting locations that will be familiar to anyone who's played the first game. But at first, his reason for being there's disappointingly vague compared to Harry's pursuit of his missing daughter or James' dead wife's letter. He gets lost, he rescues the girl, she vanishes, he goes looking for her.

Yet what he lacks in drive, he makes up for in brute strength. *Origins'* new combat system lets you use everyday items as weapons, including scalpels, wooden planks, TV sets and toasters. Smash them about too much and they'll break. Surprisingly, this is the first *SH* game to feature a fighting system that doesn't suck. The rhythm action bits (wiggling free of a nurse's grip) are annoying, mind.

But other than that it's business as usual. The puzzles are as challenging and demented as ever, the levels are dense with detail and the lighting effects are stunning. Cast your torch over a room and you'll see shadows dancing across the walls, accurately silhouetting anything the light passes through. Sensational.

Running man Run for too long and Travis has to stop to recover. You can combat this with energy drinks, but it's annoying.

There are some cheap scares (like monsters leaping suddenly out of the shadows, *Resi*-style) and the story's a bit all over the place, but *Origins* is accomplished, well designed and a worthy successor to the console quadrilogy. Just be warned that it's as slow and relentlessly dreary as you'd expect a *SH* game to be, and doesn't have enough new ideas of its own to make it essential. **Andy Kelly**

PSM3 Verdict

***Silent Hill Origins* contains...**
Faceless zombie nurses | Cheap scares
Incredible atmosphere | Some great graphics

Overall Spices up the familiar format with a sprinkling of new ideas. The best *Silent Hill* game since *SH3*.

82

SIGNAL LOST
SIGNAL LOST
SIGNAL LOST
SIGNAL LOST
SIGNAL LOST
SIGNAL LOST
S.O.S.
S.O.S.
S.O.S.
S.O.S.
S.O.S.
S.O.S.
"DILEMMA" DOESN'T BEGIN TO DESCRIBE IT.
MASS EFFECT
Saren's forces are spreading. And their goal is clear: the extermination of all organic life. How do you decide who to save? Who to let perish? Life and death decisions await at every stop as you scour a universe of over 32 stars and planets. Don't forget your map. xbox.com/masseffect
12
Microsoft game studios
BioWARE CORP

Jump in.
XBOX 360 LIVE

PS3

Pub Eidos | **Dev** IO Interactive
Price £40 | **Release** November 23
Multi-player 1-2

ON THE DISC
Watch *Kane & Lynch* on this month's disc
PS3/Latest

Kane & Lynch: Dead Men

Get Agent 47 on the phone – we've two blokes to be put out of their misery...

On paper, this game should be incredible. It's got two uniquely grizzled anti-heroes, an impeccable developer (it's by IO, of *Hitman* fame) and loads of Michael Mann-inspired set-pieces (more later). The main men are Kane, a death-row inmate who's previously allegedly double-crossed his shady employers, The7, and Lynch, a paranoid schizophrenic who needs to constantly pop medication to keep his anger in check. Kane's been sprung from prison and forced to find The7's stolen booty or they'll kill him, and Lynch is on-hand to make sure his new pal doesn't do a runner. And so the pair go on a crime-filled rampage – robbing banks, shooting it out with cops and generally being a menace to society. But as *Kane & Lynch: Dead Men* unravels you soon realise that their partnership is as compelling as Dick and Dom.

We'd like to say that it starts off promising and then peters out, but we'd be lying. *Kane & Lynch* maintains a relatively low excitement level throughout and, coming from the developers of the atmospheric *Hitman* and *Freedom Fighters*, it's hard to swallow the disappointment. One problem is that the two lack any sort of personality. Sure, Lynch flips out now and again early on and wastes innocent hostages during a botched bank job, but later on he becomes little other than a sweary nuisance who bad-mouths Kane rather than following orders. And apart from Kane's odd milky-coloured eye, he's your generic lead man – he may as well be called (Milky) Joe Average. They're total charisma vacuums, and it's hard to feel involved in their murderous plight. But more importantly – *Kane & Lynch* isn't that much fun to play.

Copter and Robbers You'll need to be on your toes when facing the Hind chopper in the Havana level.

KNOW IT NOW

From the creators of the *Hitman* games?	☑
Enough swears to make a nun cry?	☑
Wildly inaccurate shooting?	☑
Play the game as Lynch in Solo mode?	☒

Blast it all

From start to finish, *Kane & Lynch* sees you indiscriminately blasting your way through crowds, locking against cover to shield yourself from bullets and ordering your buddies – ex-mercenaries who you spring from prison in one mission – around with *Freedom Fighters*-style commands. You

Kane & Lynch

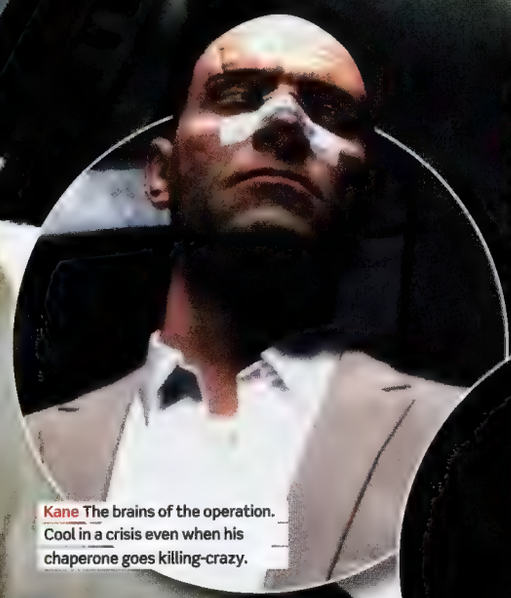
"We'd say it starts out promising and peters out, but we'd be lying"

"Lazy, and not what we expect from PS3 games"

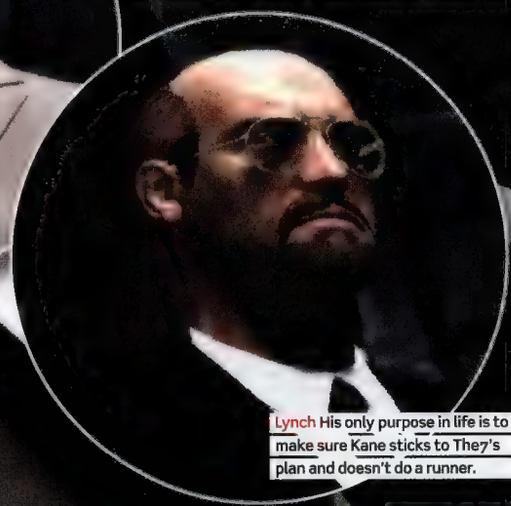
Kane & Lynch: A Synopsis

What makes them tick?

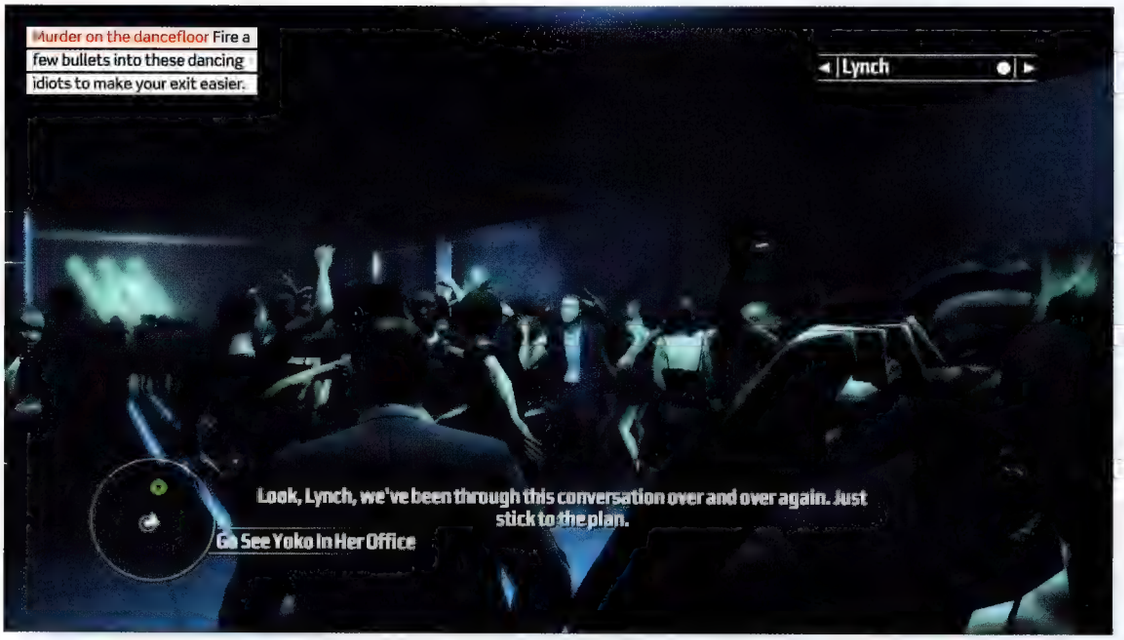
Kane was a simple businessman before his two-year-old son blew his brains out when messing with his daddy's gun. He goes on the run, decides a mercenary's life is for him and joins They. One botched job later and he's in the clink waiting for death – until he's sprung by They. Lynch has a similar tragic past having, possibly, murdered his wife during a psychotic episode. Nice chaps then, eh?



Kane The brains of the operation. Cool in a crisis even when his chaperone goes killing-crazy.



Lynch His only purpose in life is to make sure Kane sticks to They's plan and doesn't do a runner.



Murder on the dancefloor Fire a few bullets into these dancing idiots to make your exit easier.

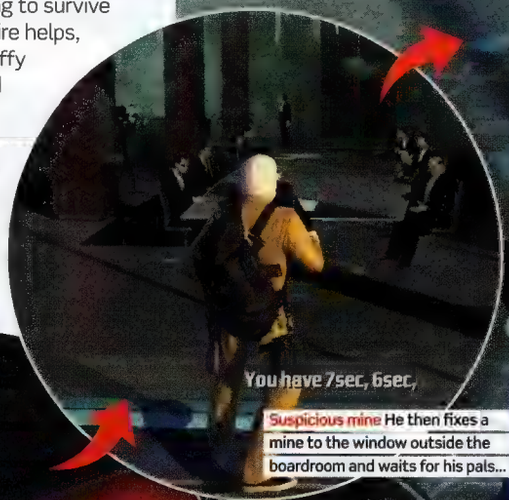
to breath as your bullets inexplicably miss their targets.

It's almost as if this was done on purpose to show off the game's destructible environments. Marble pillars smash to bits when pierced with bullets, wooden watch towers crumple under heavy fire and car tyres hiss as you pop them. It's all very pretty, and the pinnacle of this is the showdown inside the evil Retomoto's Tokyo boardroom. You and your boys rappel down the side of the building, plant a mine on the window then burst inside in a hail of bullets swear words as your stray shots rips the interior to pieces. It's just a shame that set-pieces like this aren't a mainstay.

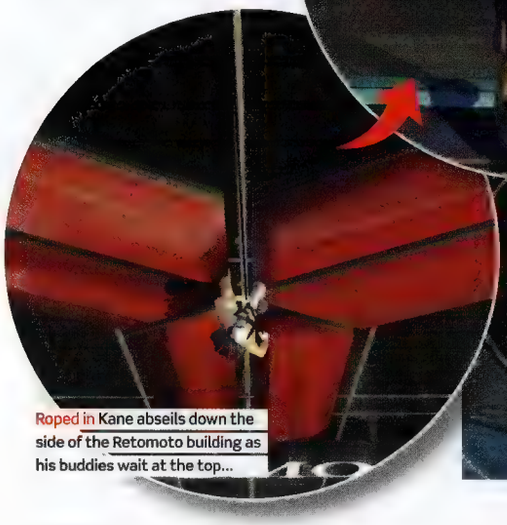
Instead, you're usually dropped into a scenario with only a black screen and *Kane & Lynch*'s voices to shuffle the story along, and then expected to shoot your way from A to B without so much as a motive. The narrative should have been much stronger, to give you a reason to crack on, but it's

can bark out orders to your criminal mates to either attack a target (△), defend an area (○) or regroup to your position (□). Simple. But due to some idiotic AI, your blokes prefer to stand about and get shot to bits like Officer Murphy in Robocop than duck into cover. Here lies another niggle – saving your chums from death with adrenaline needles. Fair enough, you *do* have a duty to keep them alive – and they will return the favour if you snuff it – but, criminally, they *can't help each other*, which means you'll be doling out more jabs than a pro boxer while trying to survive yourself. Arrgh. Returning fire helps, but since the aiming is squiffy you'll be left frustrated and dead more often than not. The accuracy of weapons improves when you pick up the assault or sniper rifles, but don't be surprised to see the person standing in your cross-hair (L2 for precision aim) continuing

Hostile takeover Bursting in, guns blazing, Kane and co take out the businessmen and wrestle the case from the cold, dead fingers of Retomoto-San.

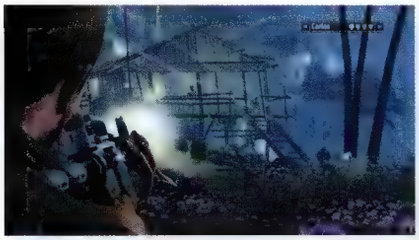


Suspicious mine He then fixes a mine to the window outside the boardroom and waits for his pals...



Roped in Kane abseils down the side of the Retomoto building as his buddies wait at the top...

Pick Up The Briefcase From Retomoto



Jungle isn't massive The jungle setting is a surprising change, but there's no scope for exploring it. Damn.

dreadful and leaves you wondering exactly how you've ended up in Japan or in a South American civil war. We won't spoil it, but don't expect any loose ends to be tied up at the conclusion either.

Not a looker

Kane & Lynch also looks as ropey as it plays. Bland textures make up most of the world. It's lazy, and not what we've come to expect from PS3 games (see *Call Of Duty 4* on page 56). Even the Collateral-inspired club scene – the one that got us all excited about *Kane & Lynch* in the first place – is bitterly disappointing. At a glance it looks amazing – loads of people are having a little dance as you casually barge through them, but on closer inspection you can see that they don't look particularly good on the dance floor. There are about four different character models – all wearing black and all dancing in the same way – so the illusion is shattered as you stand near the bar wondering whether to unload some shots and make them scatter or quietly slip past. Considering *Hitman Blood Money* delivered a hectic and beautiful New Orleans' Mardis Gras on PS2 that contained hundreds of people, *Kane & Lynch* should have looked much better – but it doesn't. Even locking to cover is too difficult – when you stand near a wall, your character is supposed to quickly press against it, but the procedure takes too long and, because you can't cling to cover while moving, you'll often find yourself stepping away and into a barrage of gunfire.

Online crime The online mode contains heists where you can double-cross your pals. More soon

Arms dealing Click down R3 and Kane can exchange certain weapons with Lynch, which means you can, effectively, steal better guns off him. Sadly, you can't force an RPG into Lynch's hands as he refuses to part with his shotgun, leaving you to go it alone.

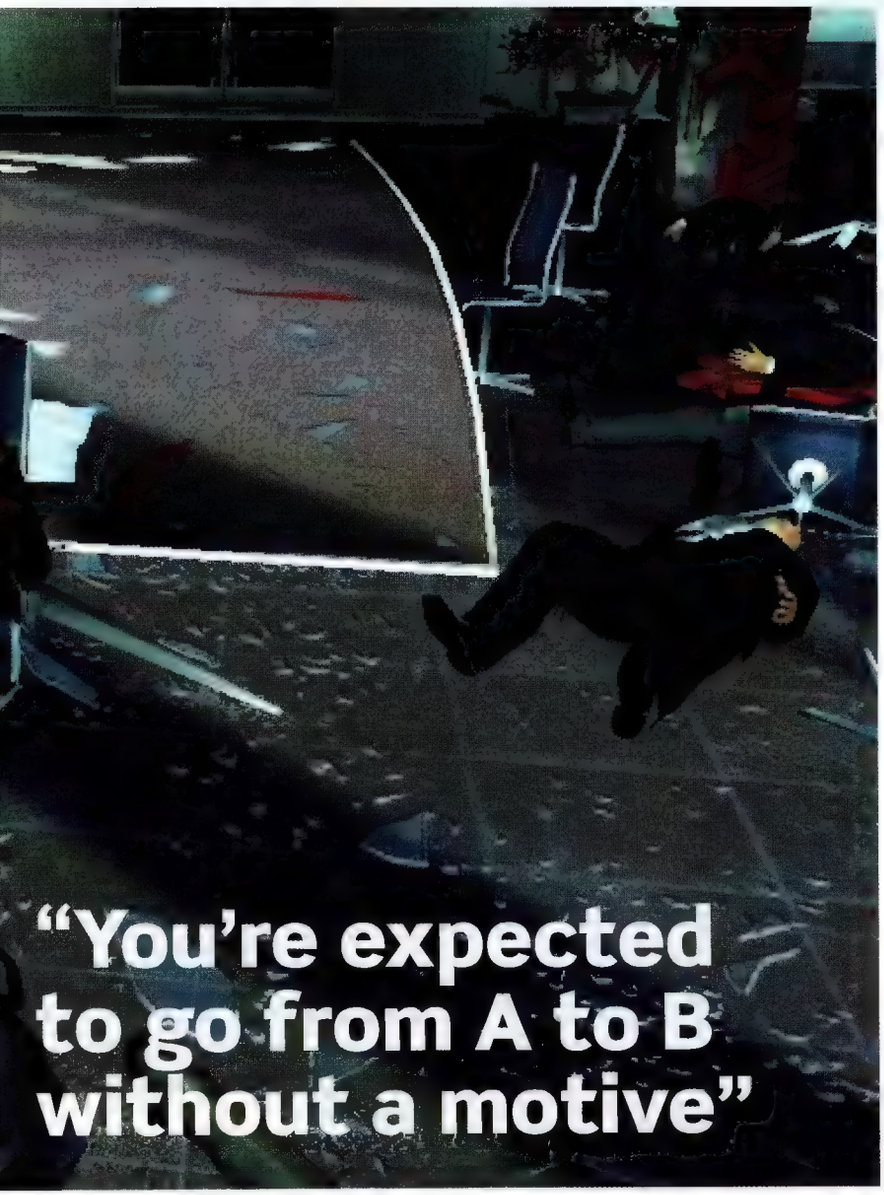
More downs than ups

Apart from the Retomoto office battle and the lovely bit where you bust into a prison to round up your men for a big job, *Kane & Lynch* will leave you cold. You'll get plenty of gun-toting action and plenty of baddies to carve down, but for every moment you go "Wow, this is pretty good," there's another when you'll be cursing it to hell.

Take the bit where Kane's daughter is brought to a building site to be executed. She's cowering in a hole as a screen-filling dumper truck rumbles toward her. It does make you gasp as it thunders along, but taking out the driver is needlessly tricky – the windscreen seems to be made from bulletproof glass. A couple of clips from a machine gun help, but IO have made it seemingly indestructible in order to prolong one of their money shots. They've done the same thing with the police cars' tyres during chase sequences, as aiming at the wheels while hanging out of the getaway van will only knock the cars off course for a split second. This unfairly makes the game more difficult than it needs to be, because Kane & Lynch is easy enough to pound through in about six hours. It's that short.

This isn't what we expected from this gritty crime sim. *Kane & Lynch: Dead Men* had the potential to be something special but the chance has been missed. And it doesn't even come with an online co-op mode. Let's just hope IO have one eye on making a quality *Hitman* sequel rather than pouring any more of their efforts into these lifeless souls.

Nathan Irvine



PSM3 Verdict

***Kane & Lynch: Dead Men* contains...**
Perpetual misery | Lots of death | Not enough ideas | Frustration aplenty

Overall Bland characters, action-by-numbers. Easily the most disappointing game of 2007.

58

Pub Activision | **Dev** Neversoft
Price £50 (with guitar) | **Release** Out now
Multi-player 1-2 (Co-Op and Battle)

ON THE DISC
We'll review *Guitar Hero 3* on next issue's disc
PS3/Reviews

Rage boy Weirdly, you can't have a go at Tom and Slash's death solos, even though they've been programmed in and appear on the fretboard.

Guitar Hero III: Legends Of Rock

PSM3 BUY IT

With a new frontman, can *GH* pull it out for its biggest ever gig?

KNOW IT NOW

- Now comes with wireless guitars? ☑
- Loads of master tracks? ☑
- Songs us Brits might have heard of? ☑
- Radical change to the *GH* formula? ☒

Everyone talks about difficult second albums, but it's the third that's the killer. Bash out number two with the stuff you had left over from the first and it's fine. By album three, though, the band starts to believe their own hype. This is where they start experimenting with Okinawan throat-yodelling. This is where they get stuck up their own arse.

Fret not

So... phew. Because despite some dodgy moments – and series originators Harmonix jumping ship for *Rock Band* – *Guitar Hero*'s still brilliant. The third game equivalent of hiring the Prague Philharmonic in Battle mode, which is a new version of the traditional two-player. Instead of Star Power, key riffs give you the chance to scupper your opponent's fingering by reversing their controls, forcing them to jam on the whammy bar, ramping up their difficulty or giving them a broken string. it's the difference between hearing a beautiful duelling guitar battle and a series of pops and squeaks. It's a bit stupid.

But where *Guitar Hero* displays a dazzling return to form, see, is the tracklist. After getting a bit too keen on pompous stringcraft in part two, part three turns in an all-killer, no-filler roster of hits. More than half of the game's 71 tunes come from original master tracks, and even the ones that don't – sorry Jello Biafra, they did Holiday In Cambodia without you – sound fine. There's still a minor outbreak of fret-wankery in the upper reaches of the playlist, but most songs are interesting to play, with clever bridge sections and nicely designed chord progressions. It's probably the toughest *GH* yet, but it's rarely impossible. Better yet, it's no longer so US-

Wham sandwich Unleashing the Whammy during a flurry of notes is a near-guaranteed Battle win.

Power up Each character gets their own Star Power animations – Midori's involves butterflies.

obsessed – although the main setlists are still tailored to appeal to Americans, the bonus selection includes the likes of She Bangs The Drums and Die Toten Hosen's Hier Kommt Alex.

Slick axes

Changes to the rest of the game are superficial but appreciated. The interface is mostly unchanged but gets a glossy next-gen coat, with bonus meters that crackle and hammer-ons that almost leap off the screen. Speaking of the latter, they seem slightly easier – compare doing trills on Megadeth's One to trying them on Freebird and you'll see what we mean. The backing band are better animated and the lead singer's lip-synching's excellent.

So – worth it? Yes, even with the imposing spectre of *Rock Band* looming on the horizon. True, it's largely the same game – but it's a game that's cost us hundreds of man-hours, given us unbearable hand cramps and made us dream in scrolling buttons. Nothing tops the feeling of switching off brain and letting your fingers fly over the fretboard – except for maybe the joy of pulling off a flawless 200-note run. It might be bettered soon, but for now this is one third album you can't afford to be without. **Joel Snape**

Give me Poison
Most tracks are sung by the usual genero-frontman, but Bret Michaels himself does Talk Dirty To Me and Go That Far.

Fave Feature

"Dressing up our strummers in increasingly ridiculous outfits" — UP/DOWN

PSM3 Verdict

***Guitar Hero III: Legends Of Rock* contains...**
Power Metal | Seattle Grunge | Mathcore prog | German Punk | Latin Blues

Overall Nothing much new – except for the most dazzling playlist to grace the series yet. Great.

90

Crash Gordon Crash is no less annoying than before. He's more so, if anything.

Sierra | PS2 | Out Now

Crash Of The Titans

Genero-platforming with beast-riding

Plenty of games let you jack cars, *GTA*-style, but *Crash Of The Titans* lets you jack raging monsters instead. Well, sort of. We're just trying to make 'beating up monsters and jumping onto their backs' sound a bit more exciting than it really is. Still, they do have sharp claws and, bizarrely, sniper guns, which makes them quite fun to ride. But only quite.

But thank heavens for said monster-riding. In all other respects, *Crash Of The Titans* is the sort of linear platformer that's been around for years. Everything else, from spinning into crates to collect mojo, double jumping across floating platforms and locking fists with bad guys has been done hundreds of times.

It's not even done very well. The camera can only be moved a few inches, and judging jumps can be difficult. Actually jacking the monsters can feel unfairly tough too. You can hop on once you've landed enough hits to stun them, but this can take a while, and if there are several beasties in the area, Crash quickly gets a beating.

Monsters' bawl

Once you're actually on the things, what fun there is starts. Each of the game's 15 monsters has different weapons and special moves, and you can use smaller, weaker monsters to bring down powerful ones. Levels have secret minigames to find too – all giving you a task to complete within a time limit. The inclusion of both goes some way towards padding out the otherwise uninspiring jump/spin/fight gameplay.

There's co-op play too, letting two of you play through the game together on the same screen. Playing this way is actually more enjoyable; easing the monotony of the clear-all-the-enemies-off-the-screen bits. Younger gamers should enjoy it, but there's not a great deal in *Crash Of The Titans* for the rest of us. **Kath Brice**

Hitching a ride Here's Crash riding a giant wolf thing. This is the meat of the game.

PSM3 Verdict

Basic stuff, plus some monster riding. Ho hum.

62

Sony | PSP | November 23

SOCOM Tactical Strike

The SEALs dive in for more strategic warfare

***SOCOM* has always been** one of the more strategic hardcore shooters – a game that has you focused more on your next bit of cover and less on your next spectacular headshot – but now you don't even have direct control over your four-man team of Navy SEALS. Instead, each mission is a medley of pointing, clicking, aiming and firing, with your on-screen reticule doing most of the work, and the face buttons following up highlighted areas and enemies with menus of options.

This is intuitive and, in the style of *Full Spectrum Warrior*, you'll soon be busting free hostages and flushing out enemy soldiers with grenades. The slower pace suits the handheld – even if the epically long missions don't – and few games look as detailed on it as this one.

Online play is well supported, with a series of classic *SOCOM* game types – Extraction, Demolition, Escort and more – in there for up to four players. It's a tactical treat and a rather more accessible experience than previous games. Another worthy *SOCOM*, then. **Kath Brice**

78

Empire | PS2 | Out now

Jackass: The Game

Madcap stunts, stunted gameplay

Back when Johnny Knoxville and his gang of sadists were the talk of town, a game of their show would have been big news. Fast-forward to a time when the biggest danger in Mr Knoxville's life is getting a paper cut from picking up another Hollywood cheque and you can see *Jackass: The Game* is about seven years later than it should have been.

Still, this minigame-heavy stunt-'em-up is decent. You complete five acts (read 'games') per episode that range from Bemani button-taps that keep Party Boy bouncing around in his posing pouch to sliding Steve-O down a hillside, earning bonus points for nasty injuries. There's even a *Katamari*-style snowball game where you have to collect snowboarders and trees in your huge globe of icy flakes. When you've completed a stunt you can edit the footage by switching camera angles and tinkering with the action speed. It's a nice touch but not enough to salvage a shallow experience. Still, you'll get a kick from smashing the bones of your ragdoll men. **Nathan Irvine**

60

Lucasarts | PS2 | Out now

Thrillville: Off The Rails

Funfair? More 'sort of OK'-fair, to be honest

Manager of a theme park is one of those fantasy jobs, and *Thrillville* makes it look so easy – a daily routine of asking kids if they like your new pirate ride, hiring clowns and building roller-coasters.

It sounds like a more shop floor-based *Theme Park*, but *Thrillville: On The Rails*, as players of the original will know, is more a collection of minigames with a fairground hub and missions to complete in between. You can also build epic rollercoasters, although the interface for doing so isn't very friendly.

But *On The Rails* does deliver with its minigames. Some are remakes from the original, but 14 are brand new. They're all very simple in terms of visuals and controls, but still massively addictive and are all playable with up to four people.

Part success, part ill-fitting theme park management, you can't fault its imagination. But some of the single-player mode feels padded out, and it all gets a bit dull. **Kath Brice**

69

Sony | PS2 | Out now

SingStar R&B

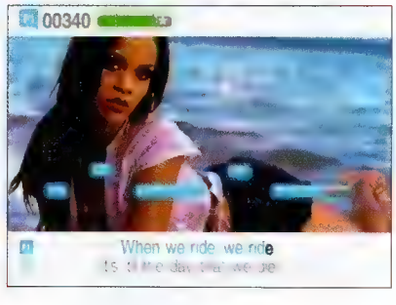
"Got soul?" "Yes, Sir, this is a fishmongers"

Pop lovers are spoilt for choice by the *Singstar* series, but Sony haven't been quite so generous to those who prefer to shout or rap their lyrics. So this is what we've been waiting for – a whole set of 30 R&B songs. Ranging from contemporary to classic soul, this has everything, from the party-tastic Push It by Salt 'N' Pepa and Summertime by DJ Jazzy Jeff, to the chilled out Baby Love by Diana Ross and Teardrops by Womack & Womack. And for a post-pub shouty anthem, you can't beat the inclusion of War by Edwin Starr.

Many of the tunes use the Rap Meter – as seen in previous games – as well as the traditional scoring system. And there's the usual allocation of multi-player modes – Battle, Duet and, for up to eight players, Pass The Mic. There's nothing new, though.

There are a few duff songs, but – overall – something for everyone. Just as long as you've got the skills for rapping, that is – or are prepared to make a fool of yourself trying. **Kath Brice**

70



EMAIL PSM3
Praise or kick our reviewers by writing to psm3@futurenet.co.uk

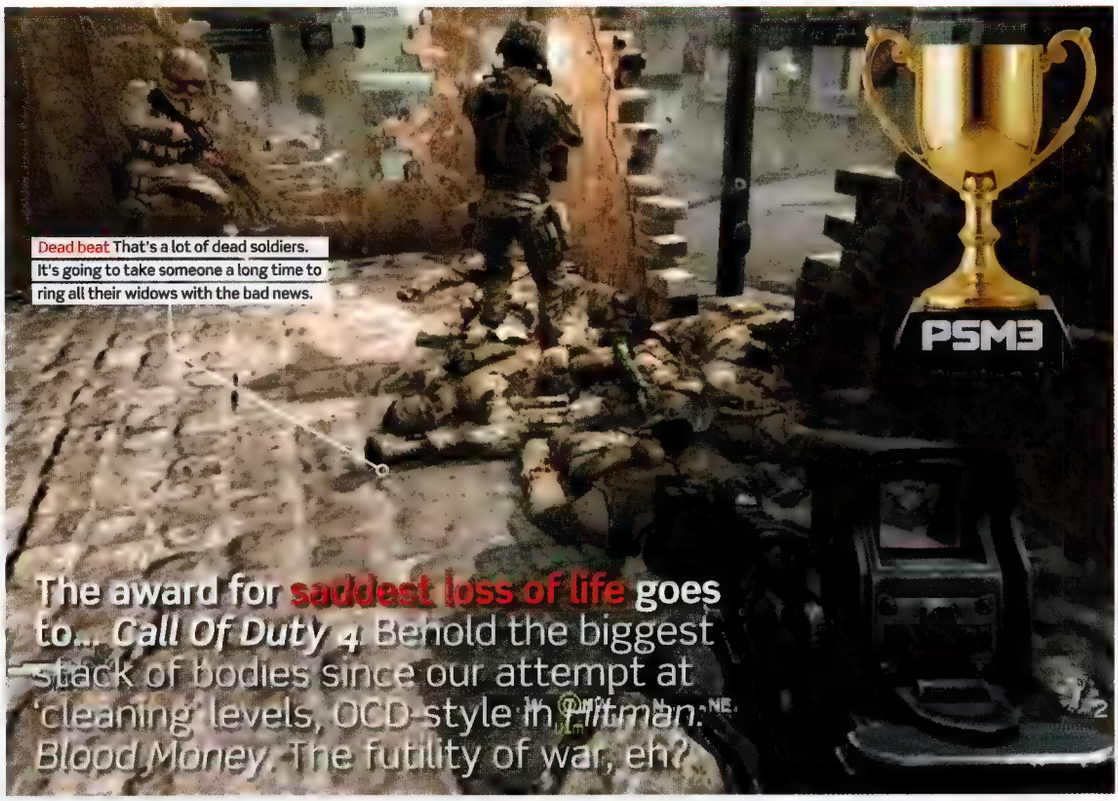
ON THE BLOG
Find out what we're reviewing next issue at: psm3mag.com

High School Musical

"No competitive element, so more bad karaoke compilation than game"

PSM3 Awards

The highlights (and lowlights) of this month's reviews


Dead beat That's a lot of dead soldiers. It's going to take someone a long time to ring all their widows with the bad news.
PSM3
The award for saddest loss of life goes to... Call Of Duty 4. Behold the biggest stack of bodies since our attempt at 'cleaning' levels, OCD-style in Hitman: Blood Money. The futility of war, eh?

EA | PS2 | Out now

The Sims: Castaway

Desert island drudgery

Being on a desert island is all good when you're paying hundreds of pounds a night for the privilege. But when you've been washed up on one with little more than some rags to wear, a pocket knife and some toilet paper, it's a miserable affair – much like the first hour of *The Sims: Castaway*. It's one long slog as you go on the hunt for a banana tree or a cherry bush. This will keep your hunger at bay while you attempt to explore your surroundings in search of something fun to do.

Much of the game is made up of finding plans for a range of clothing, tools and tasteful furniture – fashioned from bamboo leaves – then getting hold of the resources to make them. There's some humour in entertaining the island chimps with juggling tricks, but the constant loading of menus and seeing to your Sim's basic needs get in the way of the game – which is simply one long fetch quest anyway. **Kath Brice**

55

Buena Vista | PS2 | Out now

High School Musical: Sing It!

It's a low point for the high school musical...

Because we're over the age of 10, we haven't actually seen High School Musical. But there's no doubt this should be avoided if – like us - you're unfamiliar with it, because performing karaoke to songs you don't know is like dancing to music you can't hear – very difficult, and it makes you look like an idiot.

Even assuming you love these songs and have nothing else on your iPod, though, this game is weak. Its menus are cumbersome, the videos to go with each song are animated – they're not clips form the film – and the bars which depict the notes you're trying to hit appear too late to be useful.

Story mode can be played through alone, or you can duet your way through with a friend, and there are some decent harmonies on top of videos of the (bratty) film cast. Fans of the films might enjoy one quick sing-through, but – with no competitive element – it's more bad karaoke compilation than game. **Kath Brice**

35

The laugh your ass off award goes to...

The Simpsons Game

Milhouse as the *Katamari* king, loads of jabs at EA and Sideshow Bob getting a rake in the face – again. That it's not much of a *game* is near-immaterial.

The massive let-down award goes to...

Kane & Lynch

We thought it'd be great. It *should've* been great. Instead, it's a huge, finicky, frustrating chore. Whenever Io make *Hitman* PS3, it *has* to be better than this.

Hi-Score Table

☐ Call Of Duty 4	p56	94%
☐ Guitar Hero 3	p80	90%
☐ Silent Hill Origins	p74	82%
☐ Assassin's Creed	p22	81%
☐ LSW: Complete Saga	p66	80%
☐ Need For Speed ProStreet	p62	79%
☐ SOCOM Tactical Strike	p82	78%
☐ The Simpsons Game	p70	70%
☐ SingStar R&B	p82	70%
☐ Thrillville: Off The Rails	p82	69%
☐ Crash Of The Titans	p82	62%
☐ Jackass: The Game	p82	60%
☐ Kane & Lynch: Dead Men	p76	59%
☐ The Sims: Castaway	p83	55%

Buyer Beware! The games they're afraid to send us

Clever Kids: Dino Land Midas
Ooh, dino-themed minigames, including one where you answer dinosaur-themed maths questions. Dad readers: buy this for your children for Christmas, and make them hate your guts.

Telly Addicts Ubisoft
The inexplicable Noel Edmonds revival continues, but rather than Deal Or No Deal we get Telly Addicts. Expect a load of copyright-expired TV clips and much beardy banter. 'Hurrah'.

Pippa Funnel: Ranch Rescue Ubisoft
Seems there's quite the market for posh girls' pony sims. We'd like to see Pippa Funnel and Lucinda Green in a fight to the death. Winner takes it all. Who's up for it?

7+
www.pegi.info
It's time to get your Groovitron out.
This is your most monstrous humongous jumbollian exploration yet.
This is entertainment like you ain't never seen it before.
This is living.
ratchetandclank.com
INSOMNIAC GAMES
Blu-ray Disc
This is living

PLAYSTATION 3

Extended Play

Start

CELEBRATE

86 How *Burnout* tops the multi-car pile-up
The history of EA's smash-happy series revs up to your right.

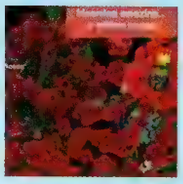
GENIUS

88 *Ratchet & Clank TOD*'s 10 most brilliant, beautiful moments
Including million bolt gun upgrades and more.

EXPLOITS

92 The 25 maddest, baddest disguises in *Hitman: Blood Money*
See Agent 47 dressed for a typical day at work.

SECRETS



94 Rolling up a million roses into a ball in *We Love Katamari*
It could take a solid 24 hours to do this...

SECRETS

95 PlayStation's darkest secrets exposed to the light
Meet *Skate*'s skating skeleton. No joke.

HERO

95 From Zero To Hero in *Lego Star Wars: The Complete Sage*
Giving Qui-Gon Jinn a whole new look.

ONLINE

96 Going online is a bit of a gamble in *Rainbow Six Vegas*
Playing *R6* over the net has variable results...

CLASSIC

98 Why *Beyond Good & Evil* makes us cry like huge babies
It's one of PS2's most affecting games. Blub.

PLAYSTATION CELEBRATION

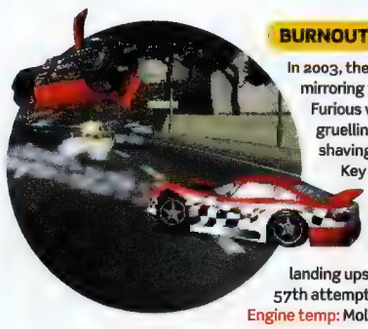
Burnout smashes its rivals

***Burnout* is the** racing game that defined a genre, transforming crashes from a haphazard sign of failure into a gameplay mechanic vital to success. Where cornea-rattling speed gives way to stomach-churning slow motion as your car goes from 200mph to zero in a crumple-packed instant. Put simply: where *stupid risks make you go faster*. Before *Burnout*, racing games were stiff and cold. Post-*Burnout* it's impossible to hit gas without someone thrusting a shard of burning metal into your cockpit. And this is how it all started...

BURNOUT

Burnout's core appeal was its simplicity: take the arcade racer, rev it to insane speeds and set the action on busy city streets buzzing with 'opposing' traffic. Not since the early days of *Need For Speed* has the threat of a head-on collision been so foreboding, twitchy or compulsive. But *BO*'s highlight is its gorgeous Matrix-inspired slo-mo mangle-porn as your 'shiny red car' (its original working title, BTW) glances against an unmovable object and becomes a spiralling burning dog-end. Plus, let's not forget the Burnout Bar, where reckless driving tops up a boost meter ready for injection when you see a gap in the carnage ahead.

Engine temp: Hot. Packed with speed, boost and bent metal.



BURNOUT 2: POINT OF IMPACT

In 2003, the street-racing scene roared into the mass-market, with *BO2* mirroring the brash, pimped-out appeal of films like The Fast And The Furious with bristling muscle-cars, absurd Hotrods and – mercifully – less gruelling collision detection, so you don't spin out just for licking paint shavings off an incoming haulage truck.

Key addition? Crash junctions, where you crash to win cash – charge your motor off a bridge or into a throbbing city intersection and try to cause as much damage as possible (chaining combos of explosions) before your wreck clangs to a halt.

Random as they were, the thrill of clipping a bus and landing upside down on a camper van to nail the high score on your 57th attempt never waned. Graphically, it's still one of PS2's best.

Engine temp: Molten. Faster and more brutal than ever.

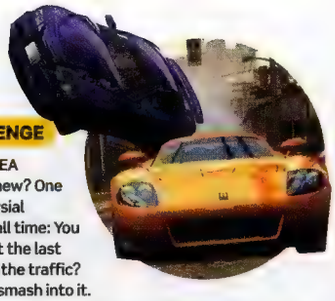
BURNOUT 3: TAKEDOWN

By now, *BO* was a major franchise, with sales to match EA's mighty *Need For Speed*. How did EA respond? With trademark subtlety: they not only bought the *Burnout* licence (from Acclaim), but the developer that made it – UK-based Criterion studios – including, wisely, their succesful Renderware graphics platform and tech know-how.

Crash Junctions were integrated into core play – essential to progress through the complicated World Tour mode (filled with 'real' races). Elsewhere we were impressed by the new, rival-focused *Takedown* features, where you go gunning for specific rivals, but weren't too wild about the new (read: complicated) single, double and triple boosts. Thanks, but when a cake is this tasty we don't need gravy on it too. It was a more robust, explosive game, but we preferred the twitchy, punishing, arcade purity of *Burnout*.

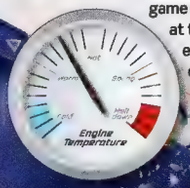
Engine temp: Ticking over. Don't tweak that gameplay too much, fellas...

BURNOUT: REVENGE



All aboard the annual EA update train. What's new? One of the most controversial gameplay U-turns of all time: You know how you'd spent the last three games avoiding the traffic? Well now you *have* to smash into it.

Upshot: you didn't crash when you hit another car. In fact they flipped over your bumper like you'd just hit them with a tank. We can whiff the dark spectre of the EA idiot-proofer all over this one. *Takedown* was already guilty of being too easy (you could 80% the game in a night) but *Revenge* – thanks to only HGVs giving you anything to worry about on the track – was perhaps the only game ever that you could play without looking at the screen. And after having to fight to earn boost previously, *Revenge* heaps it on like sugar in a builder's tea.

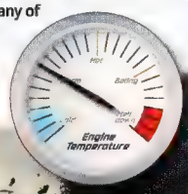


Engine temp: Running in. We still love it. Just not as much as last time.

BURNOUT DOMINATOR

Seconds out – round two of the yearly remakes and by now we were back playing *Need For Speed* and waiting for a proper *Burnout* on PS3. But that didn't stop EA from knocking out one last portion for PS2.

This time, EA went back to the purity of the dangerous drive and the gradual accumulation of boost juice. And yet driving like a maniac to get Takedowns were still vital to success in many of the race types, and for some reason the crashes were much less spectacular. The result was that *Dominator* became a slightly wonky bridge between the two different 'breeds' of *Burnout* that never quite satisfied fans of either camp.



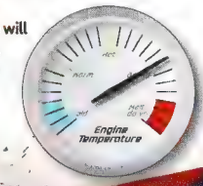
Engine temp: Pootling along in second gear.

BURNOUT PARADISE

The one we've all been waiting for – *BO*'s PS3 debut combines true open world freedom, seamless 'EasyDrive' online multi-player for cruising around picking friends (and enemies) and hundreds of online challenges. Don't worry – while the open world structure sounds contrary to *Burnout*'s linear focus, the game neatly combines both, with each street offering unique time challenges. Oh, and 180° powerslides feel perfect. Return to form? Seems the crash and burn formula isn't burnt out just yet.

Engine temp

Steaming. Time will tell on this one, but confidence is sky high.



BURNOUT LEGENDS

It's *Burnout* in your pocket. *Legends* mixed up cars, modes and action from all of the first three games to create a Burnout 'best of'. Although we'd have preferred either faithful remakes of all three games separately, or an entirely new *Burnout* built from the ground up. Still this remains one of our favourite PSP racers, and it's one that doesn't strip out half the features like so many other handheld remakes. It's also got Game Sharing mode, so two of you can play with only one copy of the game. Smart.

Engine temp: Hot. Hey, it's the first three *Burnouts* in one package – pretty much essential, really.

Pub Sony | **Dev** Insomniac
FYI PS3 | Easy | PSM3 93%
The ultraviolent lombax is back to save the galaxy, hide and PS3's Christmas schedule. It's all about the guns, which is OK since *Tools Of Destruction* knows *all* about guns

10 reasons to savour Ratchet & Clank: TOD

PLAYSTATION GENIUS

Steven Bailey

1 USE THE BEST GUNS EVER

Over 97% of videogames are about guns.* And yet here's a game defined almost entirely by gunplay that feels anything but tired. What's the secret? Imagination, Gandalf-level programming skills and colour by the circus-load. Every time you pull the trigger in *Tools Of Destruction*, a great big pile of voodoo gunpowder speeds out of it and makes the screen go maximum awesome. Guns that make us grin instead of grimace? That's the *real* future right there.

*Probably

Pyrocitor It's a miracle – a videogame flamethrower that doesn't look like pixellated rubbish. And this fierce mama spouts a twisted twin-jet of flames when it's upgraded.

Hypercleaver Forget the Shock Ravager whip. These doozies heat up to a jagged red mess of death used continuously.

3 THE 'CHORUS LINE' MASSACRE

Ratchet games have always thrown a lot of resistance your way, but never as generously as this. Certain spots see over a dozen enemies rushing you at once, and any stress swiftly turns to the joy of massacre with one of your more excessive weapons. Oh, and be sure to get the 'Chorus Line' skill point for making 10 or more enemies dance at once. We found it easiest to achieve on Planet Fastoon, while finding ship parts.

2 CRUSHTO AND THE ARENA

The Arena can be found on Planet Mukow, and features a fistful of challenges to be bested in return for heaps of bolts. As well as spinning sawblades, flame-spouting hazards and streams of enemies capable of mortar fire, you'll find Crushto, a giant shark-mutant with guns for hands. Can you defeat him in under a minute? Done that? Then how about beating hordes of enemies with just your wrench?

Old timers Cronk and Zephyr come out with some cheesy lines, but always get stuck in.
You'll 'halo' drop into the battlezone, dodging missiles with SIXAXIS tilting.

5 MEET THE JOLLIEST ROGERS

Led by the domineering Cap'n Slag (who insists his robotic crew never misses a yoga lesson), the Space Pirates are the franchise's most entertaining enemy race, muttering some ace incidental lines. They'll also comment on whatever weapon you're using. "Look out lads, storm's a brewing!" one of them will shout, as you launch a tornado their way.

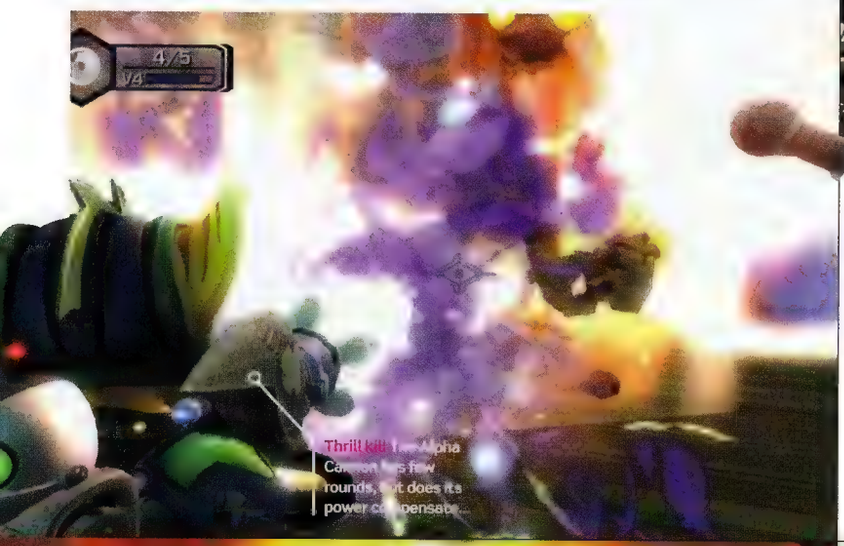
4 DEATHMATCH SCRAPS

While most of *Tools Of Destruction* ticks along much like *Ratchet & Clank 2*, it throws up the odd frantic scenario that reminds us of *Ratchet 3*. Joined by Cronk and Zephyr, you'll be defending certain chunks of turf – say, the entrance to the Rykan spaceport – while droves of Cragmite warriors descend from dropships. More of this kind of chaos in the next game, please.

ON THE DISC
You can watch *Ratchet* on the disc today

6 YOU CAN PLAY IT LIKE RESI 4

Well, it's not that similar to *Resident Evil 4*, but the over-the-shoulder view lets you creep about like Leon Kennedy and get a seriously intimate view of the action (and Ratchet's hairy lugholes). Don't expect to survive for very long, as it's not the most practical of perspectives. But if you're going to be firing the thunderous Alpha Cannon, letting rip from this perspective will make you feel like a god. With hairy lugholes. Like Zeus, but rejigged for Japan.



7 MAKE THE WORLD DANCE

Look, everyone already knows about the Groovitron disco-ball that stuns enemies into funky dance routines. But here's the icing on the cake – it works on *every* bad guy in the game. Even great big boss characters. Hell, even the final boss, who'll pass comment on being made to jive. They all have their own boogie routine to prance through, too. Now that's the kind of attention to detail we love.

8 UNLOCK CHALLENGE MODE

Finish *Tools Of Destruction*, and you'll have reason to play it all over again, thanks to Challenge Mode. You get to keep your weapons and beefed-up energy bar, enemies will be much tougher, and you can now upgrade your guns even further – up to level 10. These upgrades cost millions of bolts, which is fine, since there's now a lucrative bolt multiplier in place for killing enemies without taking a hit.

9 YOU CAN FEEL THE WIDTH

As was pointed out by the PSP version of *Ratchet*, size matters. *Tools Of Destruction* has a similar number of stages as previous games, but they've never been this massive. You'll leave a tropical swamp, only to emerge into a gleaming spaceport district. Or battle through a series of caves before breaking into the Space Pirate's HQ, before finally ziplining from ship to ship.

GameAmmo

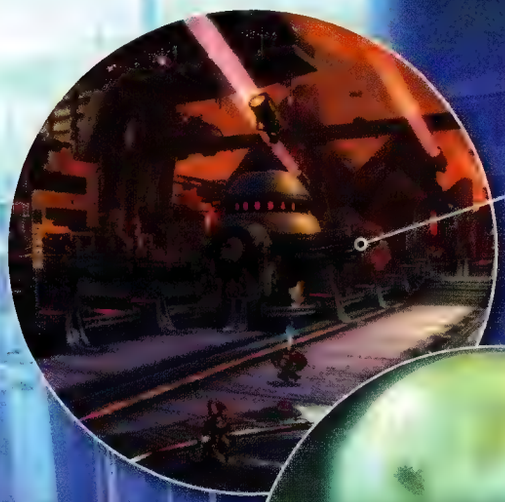
"Destroy all the Consumo-bots in the Rykan spaceport to earn a skill point"

10

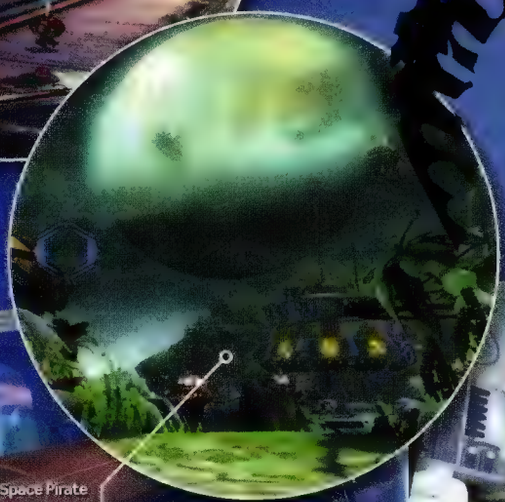
THE SPLENDID VIEWS

Tools Of Destruction provides much, much more than firefights that are glittering and ferocious enough to make most sci-fi shooters blush and scuff a toe. The backdrops to these cracking gunfights are often panoramic and packed with detail. And the colour... Well, we really wish this was what our own solar system looks like.

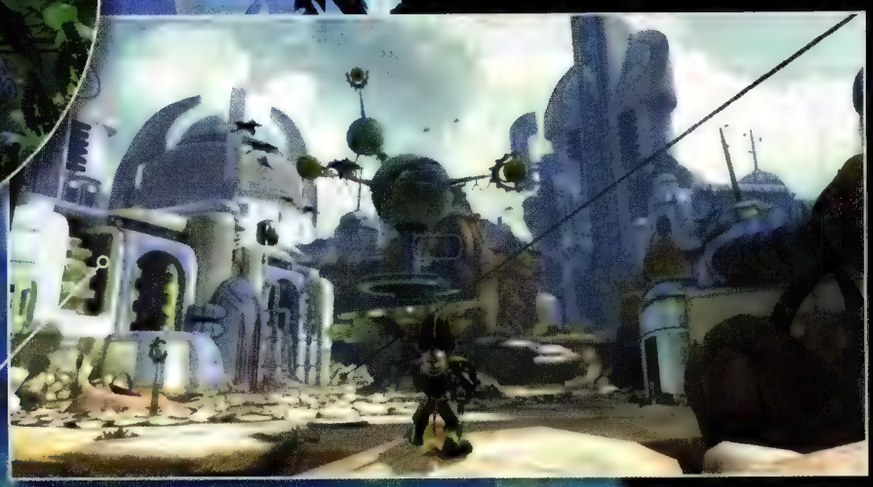
Sargasso A sprawling Jurassic classic packed with enemies to hunt, and dunes whose spines make for landing [illegible] when you're done with the [illegible]



Veldin Home to a prison complex, it's a tapestry of bloody reds that manages to jam in a wealth of cool visuals despite the monochrome colour scheme.



Zeggus The hive of the Space Pirate fleet. As well as galleons parked all over the place, giant whale-like creatures flap and soar through the air. Beautiful.



Fastoon A former Iombax planet that's been razed, but it's where Ratchet finds the parts to build a new ship. Your first visit is brief, but you'll be back for a showdown.

The ones we didn't pick...

Hall of

[illegible] a [illegible] [illegible] [illegible]

ON THE DISC
You can watch the Hitman movie trailer on this month's disc

PLAYSTATION EXPLOITS

Dress for success in Hitman Blood Money

Joel Snape

EMAIL PSM3
Want a game exploded in ludicrous detail? Tell us: psm3@futurenet.co.uk

Pub Eidos **Dev** IO
FYI PS2 | 2006 | PSM76 93%
Every other *Hitman* was just a prelude to this. Sure, it was nice to kill your lone mark with a single, silenced shot to the dome – as opposed to leaving a trail of corpses – but how much better is it to walk out of the level with everyone convinced it was a terrible accident? A frankly stellar game

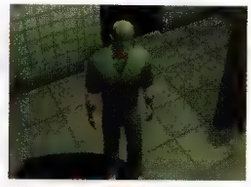
COUTURE The 25 best costumes

No women, no standard civilians, (almost) no wigs. Those are the rules. Otherwise, 47's free to swipe the trousers off anyone he fancies in *Blood Money*. Different costumes mean access to different areas – or simply a bit of fun.

Wear... Bodyguard
First seen: Curtain Down
Your go-to suit. An earpiece and a pair of shades will get 47 through all but the highest-level security, and won't arouse attention twinned with an MP5. Essential.

Wear... Outdoor guard
First seen: A Vintage Year
Cops aren't too welcome in the vinyard, so a simple yellow sunhat and t-shirt will do for most security in the early going. Also, these guys tend to be alone a lot...

Wear... Worker
First seen: A Vintage Year
These suits get you into the secret wine cellars unmolested – with the added bonus of a badass mask for anonymity. Also – you can carry a hammer. Thwack...



Wear... Technician
First seen: Curtain Down
One of these lads strolls into a toilet right at the start of the opera house hit, opening up a world of "Who, me? Yeah, this is my nailgun. Bang"-style fun.

Wear... Guard
First seen: Curtain Down
The basic rent-a-cop suit you'll see again and again. It'll get you through most doors with a reasonably decent gun, and lets you run around when things get messy.

Wear... Actor
First seen: Curtain Down
There are two of these about, and though they aren't particularly useful – except for backstage access – they're pretty sharp. The guns are props, though.

Wear... Executioner
First seen: Curtain Down
Tough to get, but worth it: this will let you stroll onto the stage with an actual gun and perform the mock execution for real. Also comes with a sexy moustache.

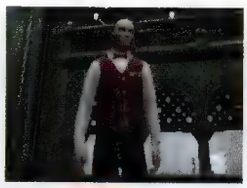
Wear... Patient
First seen: Flatline
Easy to get – just grab the smoking patient's ticket – and this comfy 'slippers 'n' gown' combo will let you walk around the hospital grounds unchallenged.

Wear... Doctor
First seen: Flatline
There are all over the hospital, and they'll get you into some restricted areas. Still not as good as murdering a member of clinic security, though.

Wear... Pool Boy
First seen: A New Life
A rare chance to see 47 in short shorts, but absolutely useless unless you're planning to seduce the mob boss's wife. Still, nice calves.

Wear... Clown
First seen: A New Life
A wig – brilliant. This isn't actually too useful, but the sheer joy of stuffing a clown into his own trunk and going on a rampage in baggy trousers is huge.

Wear... Chef
First seen: A Murder Of Crows
The chef hat is quite useful because it's easy to stuff their owners into fridges, and you can also pack a knife. *Far* scarier than Gordon Ramsay.



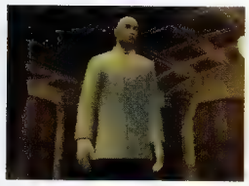
Wear... Waiter
First seen: A Murder Of Crows
Waiters, as everyone knows, love smoking in alleys. 47, unfortunately, loves headbutting people to death and stealing their trousers in alleys.

Wear... Rock suit
First seen: A Murder Of Crows
New Orleans has the most stringent dress codes in the US – if you aren't wearing the same clothes as everyone else in a club, security kills you. True.

Wear... Red bird suit
First seen: A Murder Of Crows
There are actually three flavours of bird suit, but the red one has the added bonus that you can swipe the package of diamonds if you're wearing it.

Wear... Christmas guard
First seen: You Better Watch Out
Just the same as a bodyguard suit, except that you wear a jolly little santa hat. It'll get you into most areas of the party, and you'll feel festive.

Wear... Sailor sSuit
First seen: Death On The Missisipi
Besides seeing 47's lovely arms, the benefit of this is that, if you start shooting, everything goes a bit Village People. Fun.



Wear... Purser suit
First seen: Death On The Mississipi
Only for obsessive-compulsive Hitmen - can you imagine the trouble you'd have getting bloodstains out of those starched white gloves? Keep it clean.

Wear... Wedding guest
First seen: Till Death Do Us Part
Your classic redneck apparel – baseball cap and frilly shirt. Handy, because in the deep south all wedding guests get passing-out drunk and carry guns.

Wear... Gang member
First seen: Till Death Do Us Part
This lot do security at the wedding, and dressing up as one of them lets you go almost anywhere. For maximum privacy, feed its owner to the gators.

Wear... Priest
First seen: Til Death Do Us Part
Killing a priest might seem a bit rum, but look on the bright side – you can conduct the ceremony yourself. Or put a bomb in the bible and scarper. Either is good.

Wear... Heaven club guest
First seen: A Dance With The Devil
Nice – rock one of these all-white suits and you can even cover your face, which keeps securi-cam hassles to a minimum. Also comes in Hell flavour.

Wear... CIA Agent
First seen: A Dance With The Devil
Tricky to get – wait for ages and you can garrotte him in the lift– but find this and you've got an FN-2000 in your case, as well as access to anywhere you please.

Wear... Hell guard
First seen: A Dance With The Devil
No, not a literal Hell Guard like in *Doom* – just a bloke with a skull mask and a T-shirt reading 'STAFF'. Comes in pudgy-faced baby 'Heaven' style, too.

Wear... US marine
First seen: Amendment XXV
Your classic stiff-pressed, Officer And A Gentlemen style dress suit, complete with rifle. Mmm, he's just *poured* into that uniform, right ladies?

Hitman FAQ

Q Why am I still getting spotted?
A Be

Q Is there any disadvantage to all this?
A Sur

GameAmmo

"47 was created with the DNA of five men"

LUNATIC How to kill absolutely everyone

You can do this in almost any level, but in most it's a nightmare, compounded by aggressive bodyguards and 47's fragile health bar. In A New Life, though, it's relaxing – almost therapeutic.

Step one... Waste disposal
First, pick out a nice sniper rifle. Then, whack the friendly binman, steal his clothes and shove him in the trash compactor. Ugh..

Step two... Cap the clown
It looks dangerous, but if you strangle Chuckles here you'll be obscured by his car door, letting you shove his body in the trunk and change into his kit.

Step three... This is cosy
Head for the treehouse and pull out your sniper rifle, then shoot the FBI agent by the pool. Wait for his buddy to check on him, then shoot him too.

Step four... The humanity
Amazingly, every agent in the level will dash over to check the mounting pile of corpses and radio for backup, never suspecting he could be the next to drop.

Step five No more heroes
Once you've murdered the backup carloads of FBI agents that also arrive, you're free to wander the corspe-lined streets as the whim takes you.

GENIUS The most cleverly ironic death ever

Step one The theatre level is genius. Head to the cloakroom to exchange your ticket for a WW1 pistol, then next door to strangle a workman and steal his clothes. Put the gun in his toolbox.

Step two Now head backstage - it doesn't matter if you get frisked, because your kit's safely stowed. Head to the changing room – then wait for the actor playing the Executioner to drop in.

Step three He'll leave his gun , letting you swap it for yours. This is the ironic bit: in the play Tosca, the lead's supposed to get shot by a fake firing squad, but he's been set up so the guns are real...

Step four ...so now your victim's pretending to be a character pretending to be shot but actually getting shot, except that he actually *really* gets shot. Wrap your head around *that*.

TERRIFYING The most inventive weapons

Spade Available in the cemetary in Death Do Us Part, it's about the least subtle, least accidental way of killing someone possible – but at least it connects with a satisfying thonk.

Elephant gun Available in Pappy's office, it's one of the best bits of kit around for stopping a crowd of angry security men or drunken hillbillies. Or innocent bystanders.

Hammer Available from all good workmen, the crunch that comes from smacking someone in the back of the head with a vicious downstroke oddly never alerts anyone.

Nailgun Ba-dunk! Hopeless at range, but if you can get up close –"Just checking out my toolbelt" – there's nothing like nailing someone in the brain. Hang a picture on *that*, security man.

EFFICIENCY The game's quickest kills

Head for Till Death Do Us Part. You can't beat this for hands-down ruthlessness – two corpses, two minutes, no messing around. Call the Guinness Book Of Records.

Step one... Kit up
Yes, you're going to need the best sniper rifle you can afford for this one. You can always pick it up again on the way out so the agency doesn't charge you.

Step two... Catch the pisshead
From the start, head down the walkway and into the open. Follow the drunk, wait till he passes out and steal his gear.

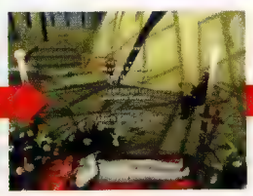
Step three... Kill groom
In the same building, unpack the rifle where you can get a look at the people dancing to the north. Remain crouching until the groom comes out. Shoot him.

Step four... Kill Pappy
The tension bar might go yellow, but because you're disguised you can still sprint over to where Pappy should be standing at the water. Shove him in.

Step five... Scarper
Head for the motor launch that brought the priest in, whistling. It's a bit graceless – and only one kill counts as accidental - but you can't beat this for speed.

MERCILESS The best ending ever

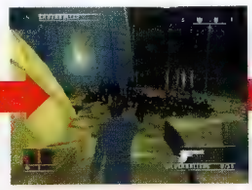
So 47's been whacked, betrayed by Agency contact Diana, and he's lying in state with all his enemies around him. Diana stops by for a goodbye kiss, but nobody else sheds a tear.



Step one... Dead
The credits roll... but wait – there's a flicker of life in the bald man yet. Diana's clearly been wearing Max Factor Rejuvenation, and 47's death was faked.

Step two... Revival
Furiously waggling the analogue gets our man's heart pumping like he's just done the Great North Run, and the telltale beep of the heart monitor speeds up.

Step three... Surprise!
And he's up. The mourners (47's gloating enemies) are surprised, but whoever left 47 holding his trusty Silverballers must be kicking themselves right now.



Step four... Blam, blam
Been restrained all game? Now's the time to go nuts. No one must know that 47's still alive, so there can be no witnesses. Kill-crazy rampage, you say? Good call.

Step five... Victory
Everyone in the entire level dead, 47 stands alone. He'll be back to wear ever-more-revealing outfits and kill ever-more people. What a guy.

ON THE DISC
For more blob-based gaming, see Locoroco Cocoreccho

PLAYSTATION SECRETS

Collecting one million roses in We Love Katamari

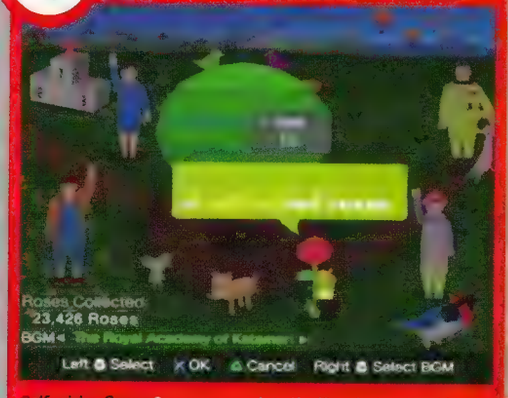
20,017 Roses Stop Rolling For Today

Bloomin' eck

You think you've finished *We Love Katamari*. You've rolled up the sun. You've rolled up the credits. You've saved the Earth by rolling all of its countries up into a large enough ball to absorb an incoming comet. You've found all the Cousins (the Prince's relatives) that are hidden throughout each level, and even completed the stage unlocked by such a feat. But then the King of All Cosmos has one final request... collect one million roses. Either individually, or in bunches of 10 in stages, where they're scattered all over the place. At the very least, that's 100,000 objects you'll have to pick up. It's one hell of a lesson in dedication – if you're not having Zen, meditation-like fun, then it'll become a form of torture. That'll teach you to play games in obsessive-compulsive fashion, aiming only to unlock and progress...

"It'll take at least two dozen hours to do this"

1 Meadow of honour



Self-raising flower Once you complete the 'Cousins' stage, this rose will appear in the level select field, in among all the hollering Katamari fans. It's your cue to go on a rose-rolling rampage, and the more flowers you collect, the larger this rose will become.

2 83,3333 dozen

Rosey cheeked You don't have to collect them all in one go, of course. You can stop and start, and there's no timer to be held to. Us? We didn't manage it. We scooped around 30,000 roses in about an hour, so we'd guess it'll take at least two dozen hours.

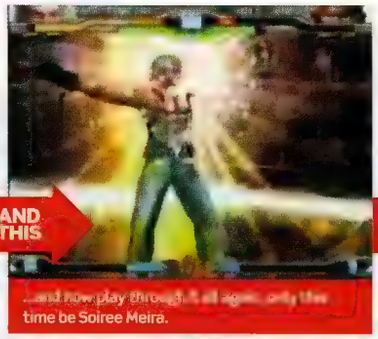
3 Rose madder

Flower power If you want see it get done, though, see the video on wewantkatamarivideos.com, in order to check out the King's rather heartwarming message that you'll receive in return for your epic toil. It almost makes the whole thing worthwhile. *Almost.*

PlayStation's best kept secrets uncovered every month

Unlockable character › **King Of Fighers: Maximum Impact** › Play as Duke

Or, first play through the whole solo mode as Alba Meira...



...and now play through it all again, only this time be Soiree Meira.

Now you've unlocked Duke, and can kick some ass with regal grace.

Skeleton boarder › **Skate** › Become Dem Bonez

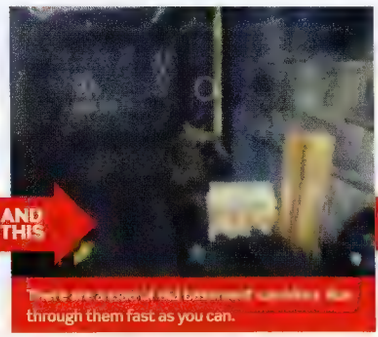
Break every bone in your injury log three times over. A lot of pain awaits.

It'll be worth it, though, because you'll unlock skeletal skater, Dem Bonez.

See how cool he is? And the best bit is, he doesn't have to worry about grazed knees.

Hidden room › **Stranglehold** › Secret cinema

A little fire second-mezzanine on the first level, go right and blast away the damaged door.

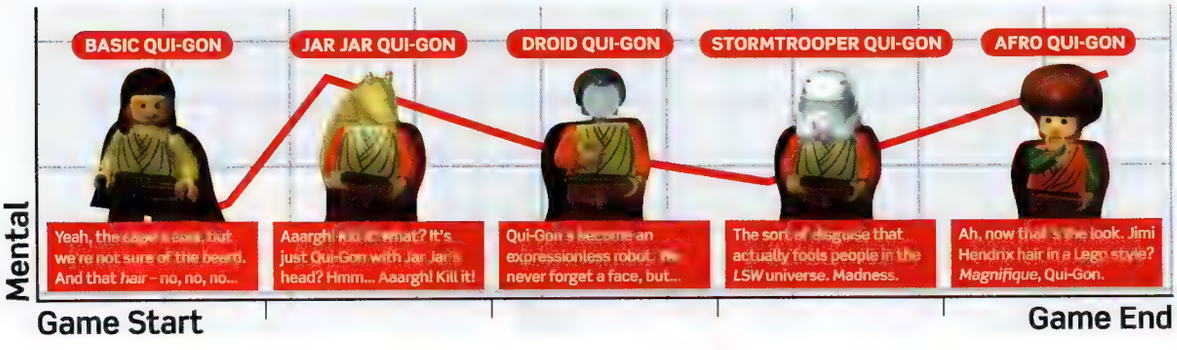


There are a couple of old basement corridors that through them fast as you can.

It's a cinema, showing trailers for midway's *Blacksite* and film tie-in, *The Wheelman*.

From zero to hero in... LSW: Complete Saga

Qui-Gon Jinn's lost his head, but don't worry – we've got him some new ones


BASIC QUI-GON
JAR JAR QUI-GON
DROID QUI-GON
STORMTROOPER QUI-GON
AFRO QUI-GON
Yeah, the cape's cool, but we're not sure of the beard. And that *hair* – no, no, no...
Aaargh! Kill it! What? It's just Qui-Gon with Jar Jar's head? Hmm... Aaargh! Kill it!
Qui-Gon's become an expressionless robot. We never forget a face, but...
The son of disguise that actually fools people in the *LSW* universe. Madness.
Ah, now that's the look. Jimi Hendrix hair in a Lego style? *Magnifique*, Qui-Gon.
Mental
Game Start
Game End

The Top 5

Cheats you *must* know

1 Juiced 2: Hot Import Nights
Last Man Standing challenge
Enter 'KNOX' as a DNA Lab code to unlock the Last Man Standing challenge. Then win the Last Man Standing challenge to get the Ascari KZ1.

2 Skate
Unlock Best Buy clothes
At the main menu, press ↑, ↓, ←, →, ⊡, R1, △, L1 to unlock all of the Best Buy outfits.

3 All-Pro Football 2K8
Unlock Broncos' kit
Go to the editor screen, press △ and then enter – deep breath – '2xMJPfgt mZX8FJ99777qph2EdmHiN XvoUi_sSno2MB7jzDrtGxdr hQQDsUxgjLWtkrc'

4 Tiger Woods 08
Play as Wayne Rooney
Enter 'playfifa08' as a case-sensitive password to unlock Wayne Rooney. Now *that's* cross-brand marketing, there.

5 Ratatouille
Fart when jumping
At the secrets menu in the shop, enter 'ilikeonions'. The hilarity, eh?

ON THE DISC
More online tactical shooting in Metal Gear Online

Rolling the dice and coming up Craps in Rainbow Six Vegas

Leon Hurley

Pub Ubisoft
Dev Ubisoft Montréal
FYI PS3 | 2007 | PSMgo 76%
The Rainbow Six team hit Vegas following a terrorist attack. The neon-drenched setting is a novel location for tactical action as you direct your team using simple point-and-go orders while a great cover system sees you crouch behind slot machines and roulette tables.

This should be a great multi-player shooter. There are loads of great match types, flexible customisation options and a brilliant ranking system that unlocks new armour and weapons as you gain experience points. But, thanks to a useless online set up, it never quite hits the spot. All the potential is completely ruined because of one simple balls up - there's no proper lobby.

Here's the deal. You know how most games let you choose game types, server country, language, ping (connection speed), number of players and so on? It's the sort of thing you'd expect from any online menu? Well there's none of that here. Nada, zip, sweet Felicity Arkwright. Your only option consists of picking a game type – Team Deathmatch, for example – and hitting 'go'. You're then thrust into whatever turns up next. Like Vegas itself, the whole thing's a gamble. If you get a good room with plenty of people and a decent connection then it's brilliant.

Maps entertainment

The maps, set mainly indoors, create claustrophobically tense combat. Couple that with the ability to duck behind cover by holding L1 and you get fantastic shootouts as you peek out from corners to return fire or throw grenades. It mirrors the tactical feel of the solo campaign perfectly. A cool head and teamwork wins over gung-ho blasting every time.

But these moments are rare. Usually you'll end up in a match where three or four people wander soullessly around empty levels. Players often quit out mid game too, creating unbalanced teams. Lag also causes problems - you can't choose to avoid rooms with a high ping (bad connection) and you won't know about it until you start playing. Even getting a game in English is hit and miss.

Vegas should be one of the shining lights of PS3 multi-player experience and at times it can be amazing fun. But unless Ubi cough up a patch to create a proper online service it'll only ever provide glimpses of what it should have been.

ONLINE VERDICT

Lots of players? No. Eight to ten, tops. Although four is more likely.
Buy it just for online? No. Forget about multi-player, it'll only make you sad.

GAMEPLAY Defining moment

When there's no lag and more than four people playing, *Vegas* can be a memorable experience. Enclosed firefights and careful use of cover make for great tactical action. Shame this only happens once in a blue moon.

While the game looks like a first-person shooter it flips into third person when you take cover. From a safe point you can scope the area, blind fire, throw grenades or stick your head out to risk a shot.

Grenades won't hit people behind cover but incendiaries create enveloping clouds of burning chemicals. C4, on the other hand, can be detonated remotely to create booby traps. Make sure you choose wisely.

The radar provides valuable info on your team and the enemies' position, especially as it shows what direction people are looking in. It's also a good indication of lag, when blips jump all over the place.

THE GEAR Know your enemy

Rainbow Six's online options let you tweak everything from armour to camo colour, weapons to accessories. Because of this you, can tell a lot about the people you're fighting just by looking at them.

1 The rookie

You can add or remove armour from just about every part of your body. Chest, arms, shoulders and legs for example. It slows you down but enables you to take far more damage before dying. If you see someone wearing *everything*, they've probably just started playing and decided on maxing out the protection. Chances are they'll throw grenades everywhere and carry a shotgun. Despite their inexperience and slow movement, they can soak up bullets so you still need to take care.

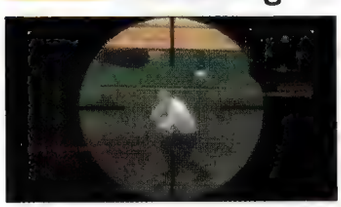
2 The intermediate

As players unlock more gear and equipment they start to experiment a little bit, mixing and matching armour combinations. People who have been playing for a while often start to try out different amounts of protection to balance mobility and defence. These guys will usually be packing sub-machine guns, which are more accurate but not great at range. If you keep your distance to take them out you shouldn't have too many problems.

3 The pro

You'll recognise an expert immediately because they'll be wearing no armour and the brightly coloured clothes that can only be obtained at higher ranks. They'll nearly always be wearing face masks as well – they serve no purpose other than to let you know they've unlocked them. These guys are dangerous. They usually use deadly, but tricky to aim, assault rifles and they'll be lethal with grenades. If you die and never saw it coming, these are the people usually responsible.

POSITIVE Redeeming features



There are ace match types. Assassination has you protecting a VIP, while Retrieval sees your team recovering biohazard canisters.

The customisation options are unbeatable, enabling you to change your outfits, armour, weapons and sights from loads of choices.

The close environments and indoor settings mean gunfights are far more enclosed and taut than larger outdoor maps.

Online Highlights

1

2

3

4

5

Harshest insult

"Are you a retard?"

Community service

What needs fixing?

The only thing *Rainbow Six* needs is proper online options, letting you search different criteria to find a match and choose a game, rather than the basic quick match – which is all it has now. That way you could avoid the laggy, empty games. Shame.

ON THE DISC
If a sequel ever comes into being,

PLAYSTATION CLASSIC

How Beyond Good & Evil made us reach for the Kleenex

Jon Hamblin

Pub Ubisoft | **Dev** Ubisoft
FYI PS2 | 2003 | PSM42, 82%
Michel Ancel's cracked sci-fi adventure was a revolution beloved by critics, yet sadly ignored by punters

You've lost everything. Your home is destroyed. Your best friend has been kidnapped. Your kids are gone. With the sun setting behind you, you stand in the rubble looking at the rose red sky. The enormity of the situation hits you, and, almost without warning, a huge, fat, single tear plops ungraciously onto the ⊗ button of your DualShock. It's an astonishing moment, because after years of playing games, and experiencing emotions like fear, lust and anger, you've finally experienced a new, more complex emotion – regret. *Beyond Good & Evil* is the game that dares to make you care – and it's one of the great lost titles of the PS2 generation.

It's Christmas 2003 and, as everyone knows, in the videogame industry, Christmas is a time for killing. Only the most violent games stand a chance of getting into little Johnny's stocking, and stacked against *Manhunt* and *Splinter Cell*, *Beyond Good & Evil*, looked a little bit... girly. Sure it had a lady on the box, but to gamers raised on female characters that look more like Jordan than Audrey Tautou, Jade might as well have had a winkie. And it was a tragedy, because the masses missed out on an almost flawless creation. A game that encompassed a wide variety of play styles (driving, fighting, flying, platforming) without ever feeling bitty. A game that nailed stealth sections in a way that few games not made by Hideo Kojima have. A game that was a joy to play through. A game that could make you laugh, gasp, and weep. In short – it was a game that managed to make you give a toss about its characters

EMAIL PSM3 @
What do you think of BG&E? Let us know: psm3@futurenet.co.uk

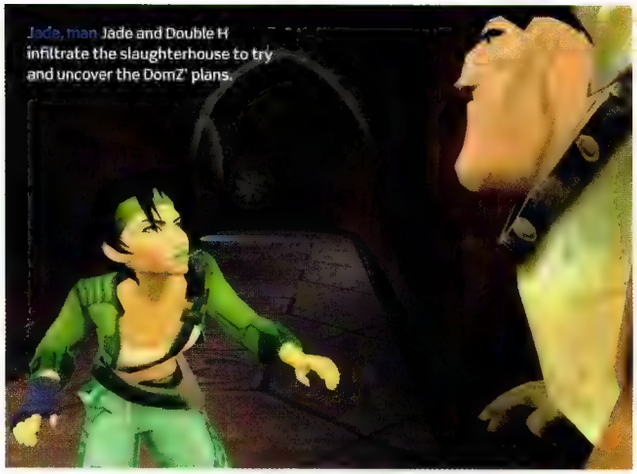
First, Jade

Beyond Good & Evil is set on the planet of Hillys, a beautiful waterworld (thankfully Kevin Costner-free). It's under invasion by the DomZ, a race of HR Giger-esque aliens. You play Jade, a photojournalist who is contacted by the IRIS Network, a group of underground journalists convinced that there's a sinister connection between the DomZ and the Alpha Section military force protecting the planet. Jade is sent out to

The defining moment...

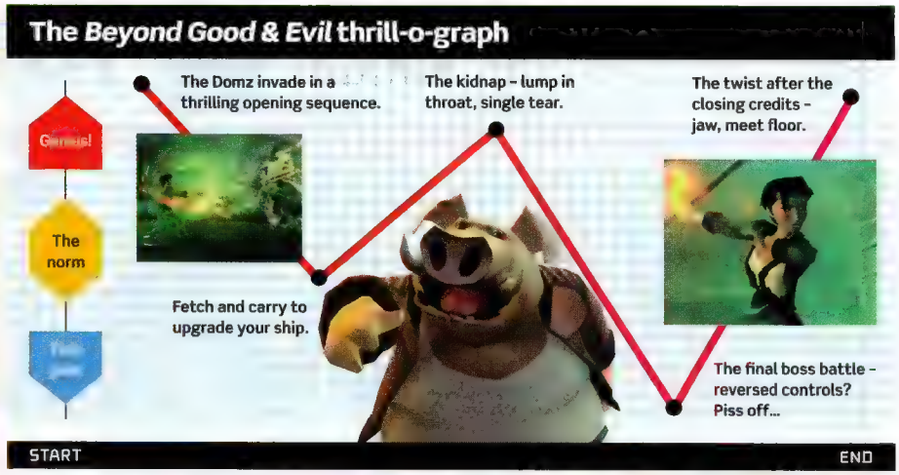
The great escape

One of the best things about Jade is her effortless athleticism, and throughout the game you're constantly ducking under flames and flipping over laser beams. Nowhere is this better showcased than in the thrilling rooftop escape sequence towards the end of the game, as General Keck and the Alpha Section throw everything they've got at you in an attempt to take you down for good. It even ends with a slow motion leap of faith. Fantastic stuff.



Jade, man Jade and Double H infiltrate the slaughterhouse to try and uncover the DomZ' plans.

The *Beyond Good & Evil* thrill-o-graph


Genius!
The norm
The Domz invade in a thrilling opening sequence.
The kidnap – lump in throat, single tear.
The twist after the closing credits – jaw, meet floor.
Fetch and carry to upgrade your ship.
The final boss battle – reversed controls? Piss off...
START
END

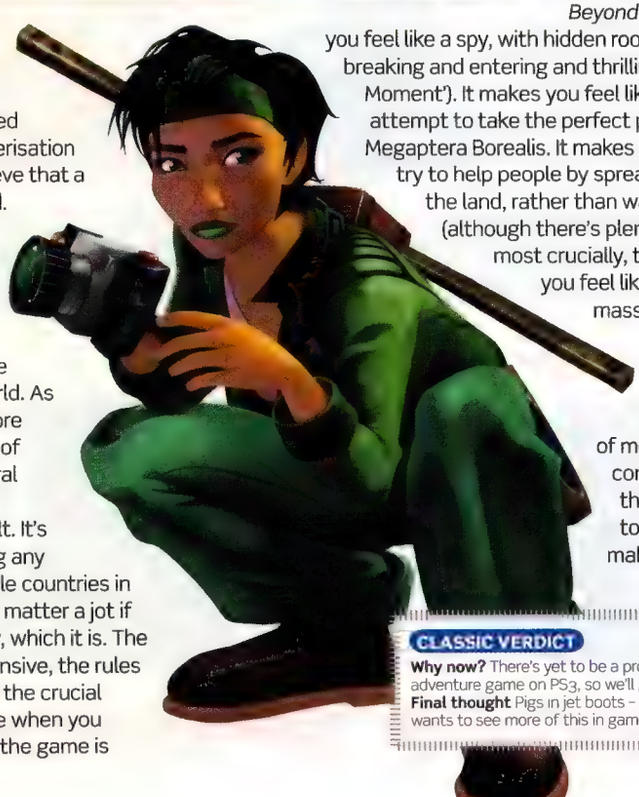
Pig out Jade's friend Pey'j is a bit of a bear, but he's always ready to help with the rent, in fact, he's...

gather information, and slowly the conspiracy unravels. The game may be short, but the story is handled beautifully, and the characterisation is so good, you actually believe that a pig could be your best friend.

Facting up

One of the great things about *Beyond Good & Evil* is the way you get to see your photographic reportage having an impact on the world. As Jade publishes more and more shady facts, the population of the city gathers in the central plaza in greater numbers to protest and ultimately, revolt. It's conceptually bold, reflecting any number of politically unstable countries in our world, but that wouldn't matter a jot if the game wasn't fun to play, which it is. The controls are tight and responsive, the rules are consistent, and it obeys the crucial rule of gaming – you only die when you screw up. Everything about the game is rock solid – well, everything apart from the frame rate, which is prone to the odd judder, despite the huge borders at the top and bottom of the screen, designed to minimise the wobbles. But you can't blame the developers for not letting the limitations of the hardware inhibit their dreams of making a game so ambitiously beautiful as this.

Beyond Good & Evil makes you feel like a spy, with hidden rooms in shops, plenty of breaking and entering and thrilling chases (see 'Defining Moment'). It makes you feel like an artist, as you attempt to take the perfect photo of an erupting Megaptera Borealis. It makes you feel like a hero, as you try to help people by spreading information through the land, rather than wanton destruction (although there's plenty of that too). But, most crucially, this is a game that makes you feel like a *human being* – a mass of emotions capable of responding to more complex stimuli than the "she's hot" or "he must die" simplicity of most games. When push comes to shove, ask yourself this – are you man enough to play a game that might make you cry like a baby?



CLASSIC VERDICT

Why now? There's yet to be a proper, grand adventure game on PS3, so we'll go back to *BG&E*

Final thought Pigs in jet boots – is it just us that wants to see more of this in games?

The Top 5

BG&E Facts

1 Nietzche for the stars
The game shares its name with a philosophical work by Friedrich Nietzsche. Influencing the game, Nietzsche states: "The time for petty politics is past: the next century will bring with it the struggle for mastery over the whole Earth."

2 Engine room
The game engine used in *BG&E* is called the JADE engine, after the lead character. It was used in all three *Prince Of Persia* titles, *King Kong* and *Rayman Raving Rabbids*.

3 Write here, write now
Although creator Michel Ancel gets all the credit for *BG&E*, Ubisoft's scriptwriter Jacques Exertier came up with much of the story and most of the game's dialogue.

4 The olden age
Ancel changed Jade's character from a teenager to a much older woman just before the game was due to ship.

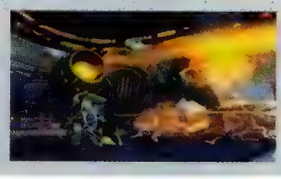
5 The Kong goodbye
Peter Jackson liked *BG&E* so much, he hired Ancel to adapt his King Kong movie into a game.

ON THE DISC
Check out the PS3 reviews section for the latest games

PS3 Top Ten

TOP TWO

1 RATCHET AND CLANK FUTURE: TOOLS OF DESTRUCTION
Pub Sony | **Dev** Insomniac | **Web** insomniacgames.com



"Intense, beautiful and accessible. A return to the series' roots and a stellar game indeed. Welcome back, Ratchet."
PSM3 Rating 93%

2 ELDER SCROLLS 4: OBLIVION
Pub Ubisoft | **Dev** Bethesda
Web elderscrolls.com

"An RPG offering an experience that no other PS3 title can lay claim to. It's not perfect, but feels close enough."
PSM3 Rating 93%

THREE TO FIVE

3 SKATE
Pub EA | **Dev** EA Black Box | **Web** ea.com/skate

"The ultimate toy set to flex your imagination. A skater's skate game that *anyone* can enjoy, with near-perfect controls."
PSM3 Rating 91%

4 WARHAWK
Pub Sony | **Dev** Incognito | **Web** us.playstation.com/warhawk

"A masterpiece of balance and design. The jewel in Sony's online crown – the perfect Network showcase."
PSM3 Rating 90%

5 RESISTANCE: FALL OF MAN
Pub Sony | **Dev** Insomniac
Web us.playstation.com

"An incredibly slick, exciting PS3 showcase. A beautiful vision of an alien-infested Britain. Terrific stuff."
PSM3 Rating 89%

SIX TO EIGHT

6 MOTORSTORM
Pub Sony | **Dev** Evolution
Web motorstorm.com

"Tough, dynamic racing. A blistering thrill ride that makes good on all of PlayStation 3's promises."
PSM3 Rating 88%

7 COLIN MCRAE: DIRT
Pub Codemasters | **Dev** Codemasters
Web codemasters.com/dirt

"Has improvements over the Xbox 360 game, and as a single player experience, *DiRT* is nothing short of brilliant."
PSM3 Rating 88%

8 VIRTUA FIGHTER 5
Pub Sega | **Dev** AM2 | **Web** sega.com/vf5

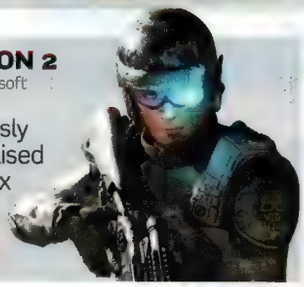
"Perhaps the best scrapper ever, but *Virtua Fighter 5* is *such* an acquired taste. Still, technically flawless."
PSM3 Rating 87%

NINE TO TEN

9 PRO EVOLUTION SOCCER 2008
Pub Konami | **Dev** Konami | **Web** pesfan.com

"Pan-handed goons for keepers and less balanced than *PES6*, but still the best footie game."
PSM3 Rating 86%

10 GHOST RECON 2
Pub Ubisoft | **Dev** Ubisoft
Web ghostrecon.com



"An almost flawlessly conceived and realised war simulator. Xbox port it may be, but it's still top stuff."
PSM3 Rating 86%

PSM3'S MOST WANTED

UNREAL TOURNAMENT 3
Pub Midway **Dev** Epic
Web unrealtournament3.com

Delayed again (it *may* sneak out before '08) but Epic's FPS is worth waiting for.

AVOID

MOBILE SUIT GUNDAM: TARGET IN SIGHT
"This is one of the worst games we've played for ages. A disgrace on pretty much every level."
PSM3 Rating 28%

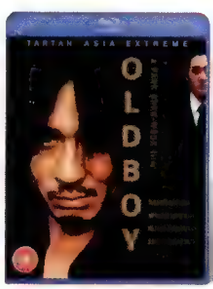
FULL AUTO 2: BATTLELINES
"A budget PlayStation 2 game wearing its big sister's high-definition make-up. Stick to *Burnout*."
PSM3 Rating 36%

FANTASTIC FOUR: RISE OF THE SILVER SURFER
"Dull, uninspired and a complete waste of PS3's power. Fantastic? They're not even adequate."
PSM3 Rating 39%

Out now on Blu-ray Movies for your PS3

ACTION

Die Hard 4.0
Stars Bruce Willis, Tim Olyphant
Web diehard4movie.com
While this doesn't exactly rip up the Die Hard template and start again, would you want it to? It's Die Hard – big, dumb-ass action and ludicrous explosions, with old Brucey hurling himself around the place and acting all heroic. Not the best of the series, but still worth it.



VIOLENT

Oldboy
Stars Min-Sik Choi, Ji-Tae Yu
Web films.tartanfilmsusa.com
Japanese man gets locked in a room for years by an unknown captor, goes a bit loopy, gets released, declares vengeance, brilliantly OTT violence erupts. Far from the most subtle of movies, but a must for anyone who loves a good action flick. Note: *violent*.

LENGTHY

Pirates Of The Caribbean 3
Stars Johnny Depp, Geoffrey Rush
Web disney.go.com/disneypictures
It's a bit long-winded at three hours, and it's 33 minutes before Johnny Depp appears on-screen at all, but POTC3 remains a decent action caper regardless. First film is still the defining moment, mind.

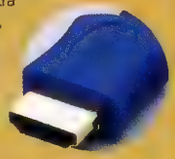
@ **Disagree with our scores?** Mail your angry rants or alternative scores and Top Tens to psmg@futurenet.co.uk. Subject line: "PS3 Top Ten!"

Back issues
Complete your collection!
Ring our hotline on 0870 837 4773

PS3 For Beginners

How to PS3? Read this page

Composite? SCART? HDMI? I'm confused... do I need an expensive TV?
Yes. Anyone running PS3 through a standard def (i.e. old) TV is missing out on just how good games can look. You need a good 16:9 (i.e. widescreen) TV with an HDMI input. That's better than any kind of composite and SCART connection. If it's running at least 1080i/720p, that means that the TV is officially 'hi-def'. PS3 *can* output up to 1080p resolution (i.e. show even more pixels), so you could shell out the extra for a TV that can handle it, but only a few games use 1080p and you can't see the difference unless you set two TVs side by side.



Why is Blu-ray so good?
Blu-ray is the best reason to spring for that 1080p set. All Blu-ray movies play at 1080p – the highest resolution you can get. Do you *need* Blu-ray? That's debatable now that PS3 can 'upscale' (i.e. run at hi-res) your old DVDs. Many 'old' DVDs that were well recorded look superb on PS3, meaning that re-buying your old movies on Blu-ray is a massive waste of cash. Still, in side-by-side comparisons Blu-ray does look sharper than DVD.

How do I connect to the net?
Simply select 'yes' to everything in your Internet Connection (under 'Settings') and PS3 should find the net and be up and running. Any problems, just phone your internet service provider and tell them you've got a PS3 – you'll need to know the primary and secondary DNS numbers they use. Choose 'Manual' rather than 'Auto' and tap these into the settings.

How do I add Friends?
Like any good party, the trick is being invited. Your PS Network ID is the key here. Tell this to a friend and they can send you a Friend Request message from their PS3. The friend request will then appear on your PS3. Simply say 'Yes' and both of you will have icons for each other on your machines. Now sending a message is just a click away, as is the ability to see when their PS3 is switched on and what they're playing.

How do I download stuff from the store?
The PS Store is in your PS3's Network menu. Select this for many free and reasonably priced downloads. We find the best way to keep abreast of what's hot is to check the 'Recent Additions' and 'Top Downloads' charts on the right of the front page. Simply click on them to start the download. Then choose 'Perform In Background' to do other things on your PS3 while they download. Sadly you can't yet play movies or games while downloading, but you can still surf the net without pausing the process.

How do I play music and video on my PS3?
All music and video appears on the Music and Video menus. Simple. Insert a CD and you can rip it to your hard drive from the Music menu. Video is slightly tougher. No, you can't rip DVDs or Blu-rays. Movies have to be in the right (MP4) format to play. These are easily available from the PS Store, or insert PSM3's disc and press △ to see the contents and be given an option to copy them to your hard drive.

High Definition TVs

Revealed: the best TVs for PS3 gaming – to suit any budget

£400 - £700

Toshiba 32WLT68

Looking for a high-def bargain? Toshiba's Regza range are inexpensive (and rumoured to use the same panels as higher priced offerings from Sony). This 32" gives the no-nonsense 1080i/720p performance you need for £650.
Also recommended: 37" Samsung LE37R87BDX, £550 and Toshiba 26" Toshiba 26C3030, £400.

£700 - £1000

Panasonic TX26LXD70

In the low £700 bracket Panasonic reign supreme. Other manufacturers only put their top quality TV-brains inside their 40" plus sets. Not so Panasonic. This 26-incher has the same innards as their top spec machines, so has the best picture and sound of any set this size.
Also recommended: 37" Toshiba 37X3030D, £700 and 42" Philips 42PFL5522, £900.

£1000 - £2000

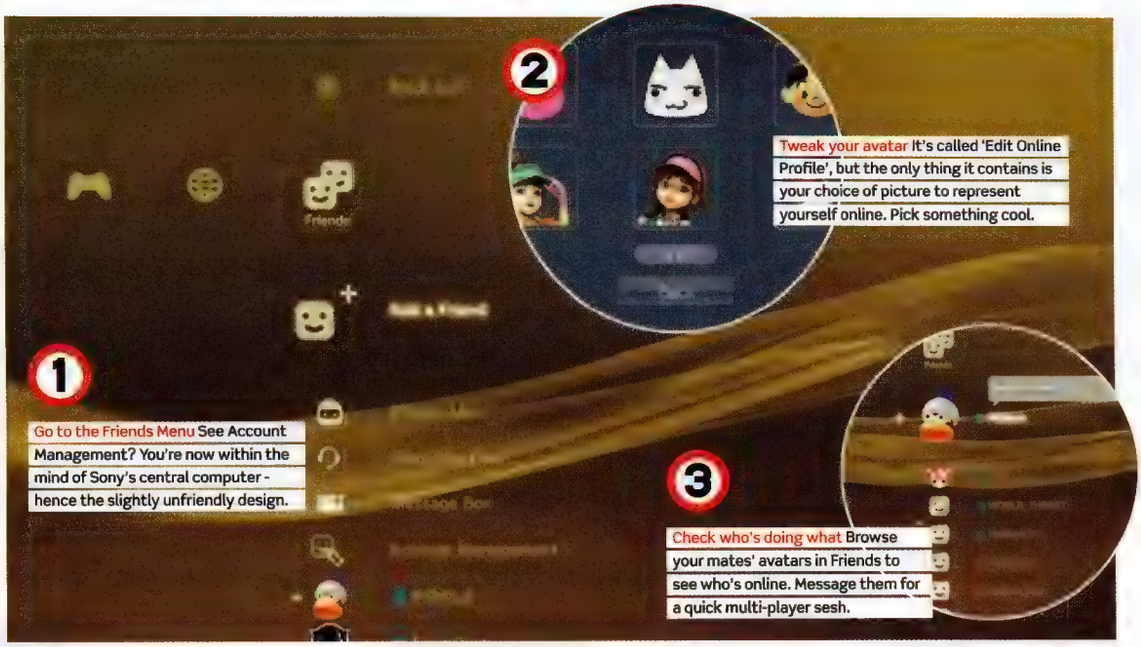
Sony 40W2000

Understanding the hierarchy of Sony's U, P, S, V, W, D and X series TVs is a baffling nightmare. Pick of the bunch has to be the 40" 40W2000 which gives full 1080p (the best image you can get) for around £1050.
Also recommended: 40" Samsung LE40M86BDX £1000 and 42" Pioneer Kuro PDP 5080XD, £2000.

@ Tech-tips Send us your tech questions and tips. Email: psm3@futurenet.co.uk. Subject line: "Tech Tips!"

XMB: Avatar creation

This month, how to customise your user picture


1
Go to the Friends Menu See Account Management? You're now within the mind of Sony's central computer - hence the slightly unfriendly design.
2
Tweak your avatar It's called 'Edit Online Profile', but the only thing it contains is your choice of picture to represent yourself online. Pick something cool.
3
Check who's doing what Browse your mates' avatars in Friends to see who's online. Message them for a quick multi-player sesh.

No, it's not enough to just 'be' online these days. You have to look the part too – everyone has logos next to their network ID. Here's how to get your own.

Log in to the Network (Check the box for 'Automatically Log In' at the log-in screen, then your PS3 will connect whenever it's on). Is your icon still a big pasty Happy Faces biscuit? Do something about it.

In the Friends menu, go to Account Management. Here, you can choose all kinds of stuff to mess with. You can change the email address linked to your PS3, change your bank account and your address. You can also check how much cash you've got in the Store and transfer more from your real bank to your virtual one.

But we're interested in the Edit Online Profile option. And there it is – a great big range of Sony-approved icons to choose from. Pick a new one (don't forget to scroll through the pages to see more) and then save your changes. Now you'll appear to other PS3 users as your chosen avatar, which will appear on their Friends lists. By the way, you can see which of your friends are online and even which game they're playing by looking at their avatars.

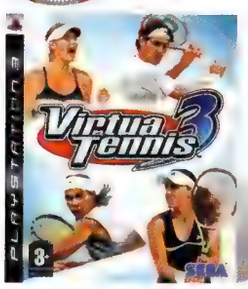
ON THE DISC
Want to see the latest PS2 games rated? Go here

PS2 Playlist

	FIRST CHOICE	SECOND CHOICE	THIRD CHOICE
PUZZLERS	**FANTAVISION** **Pub** SCEI | **Dev** SCEI | **Web** playstation.com "Pump fireworks into the air, join them together and set them off. Stands up next to *Tetris*." **PSM3 Rating** 85%	**SUPER MONKEY BALL DELUXE** **Pub** Sega | **Dev** Sega **Web** sega.com/gamesite/smbdx "A *Marble Madness* clone except you're a monkey trapped in a ball – which is much better." **PSM3 Rating** 84%	**SUPER BUST-A-MOVE** **Pub** Acclaim | **Dev** Taito | **Web** n/a "Puzzle insanity that's super-slick, extremely addictive and easy to get into. Fun." **PSM3 Rating** 78%
FOOTBALL	**PRO EVOLUTION SOCCER 6** **Pub** Konami | **Dev** Konami Dynamics **Web** pesfan.com "A slower, more physical and realistic sim of football's highs and lows. Probably the best *Evolution* yet." **PSM3 Rating** 91%	**WINNING ELEVEN 10** **Pub** Konami | **Dev** KCET | **Web** pesfan.com "Once you master the passing game, you'll be stroking the ball around like Arsenal playing at their most fluid." **PSM3 Rating** 90%	**FIFA 08** **Pub** EA | **Dev** EA | **Web** easports.com "Pretty much the same as *FIFA 07*, but tighter and more feature-packed than ever. A great package, this." **PSM3 Rating** 85%
ODDBALL	**HM: IT'S A WONDERFUL LIFE** **Pub** 505 Game Street | **Dev** Marvelous | **Web** hmfarm.com "When you settle into marital bliss, with your farm evolving, you'll see how lovely life is." **PSM3 Rating** 85%	**WE LOVE KATAMARI** **Pub** EA | **Dev** Namco | **Web** katamari.namco.com "Roll up everything from paper clips to massive islands in an original game that's as crazy as it is addictive. Great." **PSM3 Rating** 82%	**KILLER7** **Pub** Capcom | **Dev** Capcom | **Web** killer-7.com "Experimental types will appreciate its charms. Others might not be able to stomach the sheer madness of it all." **PSM3 Rating** 85%
FIRST-PERSON SHOOTERS	**TIMESPLITTERS 2** **Pub** Eidos | **Dev** Free Radical **Web** eidos.co.uk "Every bullet leaves a scar or impact point, every object can be interacted with or destroyed. Brilliant." **PSM3 Rating** 95%	**HALF-LIFE** **Pub** Vivendi | **Dev** Valve | **Web** valvesoftware com "The monsters are brilliantly designed, with each one matching a particular weapon that spells their deaths." **PSM3 Rating** 90%	**BLACK** **Pub** EA | **Dev** Criterion | **Web** black.ea.com "*Black* offers unparalleled explosive thrills, but it lacks somewhat in context or emotional depth." **PSM3 Rating** 89%

New balls, please

A timely tennis round-up for... November. Erm...



CHAMPION

Virtua Tennis 3

Pub Sega | **Dev** Sega
Web virtuatennis.net
Virtua Tennis has always been the best tennis game you'll find on any console, with simple controls, minigames featuring aliens and a special saucepan racket all belying how in-depth *VT3* really is.
PSM3 Rating 85%

OUT IN FIRST ROUND

Top Spin

Pub 2K Games | **Dev** Indie Built Inc
Web 2Ksports.com/games
Top Spin 2 is much-loved on Xbox, but only the original is on Sony formats as yet. Unfortunately, *Top Spin*, while being undeniably in-depth and proficient, has about as much charisma and personality as a piece of balsa wood. Shame.
PSM3 Rating 61%

SEMI-FINALIST

Everybody's Tennis

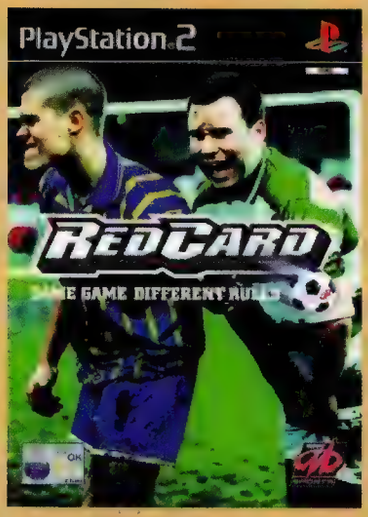
Pub Sony | **Dev** Clap Hanz
Web everybodystennis.com
Everybody's Golf is cute, relaxing and surprisingly challenging. *Everybody's Tennis* is only really the first two. But it retains the traditional *Everybody's* charm, and as such makes you go 'awww' so often you overlook its problems.
PSM3 Rating 75%

Disagree with our choices? Write us an explosive mail telling us why we're complete idiots. Lob your word bombs at psm3@futurenet.co.uk. Subject line: "WRONG!"

Subscribe
Don't miss another issue!
Ring our hotline on 0880 837 4722

Why didn't anyone buy...?

They released it... No-one bought it. We explain



Red Card

Pub Midway | **Dev** Midway | **Web** midway.com

There used to be other footie games, before *PES* and *FIFA* squeezed the life out of the competition. Admittedly, stuff like *This Is Football* and *Club Football* weren't too crash-hot, but there was one game – one nut-crackingly violent game – that everyone has forgotten: *Red Card*.

As the title suggests, this game was all about the tackling. Crunching, wince-inducing tackles that even Roy Keane in his prime would have balked at. Sometimes you'd press the tackle button and literally just *punch your opponent in the face*, while sliding tackles would leave rivals on the floor in a heap of shattered limbs and salty tears. It was a good thing, then, that you could alter the referees' levels of fussiness. Given how much fun flying in with horrible challenges was, we tended to leave it at the lowest level possible.

Another great thing about *Red Card* was the way it laughed at the po-facedness of other football games. Taking a long shot? Hey, here's a Matrix-style motion blur effect to go with it. Jabbing ⓧ led to players going on brief megasprints, with lighting effects to accompany them. And if you find men in shorts a bit dull, you can play as monkeys, dolphins or a SWAT team.

Red Card is cheap as dirt now. Finding the annual *PES* and *FIFA* updates a bit predictable? Want to refresh your soccer palate? Then you should give this a go. Prepare for some *very* dirty football.

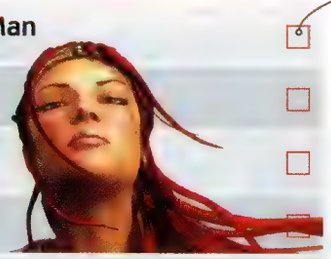
EMAIL PSM3 @
Want to champion a game here? Let us know.
psm3@futurenet.co.uk

PlayStation 3 Top 20

This month's big retail winners and losers

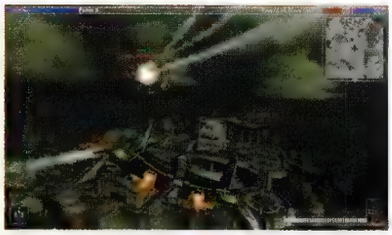
Want it? Tick it!

01	(03)	Resistance: Fall Of Man	Sony Reviewed PSM86 89%	☐
02	NEW	FIFA 08	EA Reviewed PSM94 63%	☐
03	(01)	Heavenly Sword	Sony Reviewed PSM93 65%	☐
04	(04)	MotorStorm	Sony Reviewed PSM86 88%	☐
05	(06)	F1: Championship Edition	Sony Reviewed PSM86 50%	☐
06	NEW	Skate	EA Reviewed PSM93 91%	☐
07	(08)	Ridge Racer 7	Sony Reviewed PSM86 79%	☐
08	NEW	Sega Rally	Sega Reviewed PSM93 79%	☐
09	NEW	Tiger Woods 08	EA Reviewed PSM93 68% 8%	☐
10	(02)	Colin McRae: DiRT	Codemasters Reviewed PSM92 88%	☐
11	NEW	Warhawk	Sony Reviewed PSM92 90%	☐
12	NEW	Folklore	Sony Reviewed PSM93 69%	☐
13	NEW	Stuntman: Ignition	THQ Reviewed PSM92 75%	☐
14	(05)	Ghost Recon Advanced Warfighter 2	Eidos Reviewed PSM91 86%	☐
15	NEW	Madden 08	EA Reviewed PSM92 75%	☐
16	NEW	Conan	Reviewed PSM94 45%	☐
17	(13)	Elder Scrolls IV: Oblivion	Ubisoft Reviewed PSM87 93%	☐
18	(15)	Fight Night Round 3	EA Reviewed PSM86 78%	☐
19	(09)	Rainbow Six Vegas	Ubisoft Reviewed PSM90 76%	☐
20	(16)	Genji: Days Of The Blade	Sony Reviewed PSM86 60%	☐



Get on board

A respectable showing from the new champion of the skateboarding genre – proving 'risky' games still sell, if they're actually *good*. Can *Proving Ground* do better?

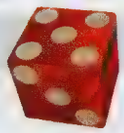


Hawk eyed

Warhawk hasn't performed quite as well as it might – but as a £20 download, it's nigh-on essential. This is arguably one of the best online games ever, people.

Quite barbaric

You might have seen some OKish reviews of this in certain quarters, but don't be fooled – *Conan* is a tired old hack-and-slasher deserving of your ignorance.



860 million

The dollars EA have paid for *Baldur's Gate* creators BioWare and *Full Spectrum Warrior* men Pandemic.

You're playing...

Steve Altman
We've never been so happy we want to *puke*. Steve, mind...

1 **LocoRoco** "It makes me so happy I feel like throwing up."
2 **Virtua Fighter 5** "It never gets boring to pound Lion Rafale into the floor."
3 **Warhawk** "What can be more gratifying then blowing up your mates online in a tank? Nothing, in my opinion."

We're playing...

Dan Dawkins
PSM3's Editor is a stubborn self-denying nostalgist...

1 **Skate** "I've unlocked the X-Games, but focusing on virtually recreating Blind's Video Days from 1991."
2 **Pro Evo '08** "This version's a bit pump – so why can't I stop playing the stupid lying Master League?"
3 **Call of Duty 4** "I thought *COD3* was a bit bum – but this is the most-complete PS3 game yet."

They're playing...

Chris Ansell
The producer of *Prototype* is just loving his PS3.

1 **Tekken 5 online** "I get to reach out and touch someone with Steve Fox. Worth a PS3 in itself.
2 **Rainbow Six Vegas** "The cover system feels as natural as popping a ringpull. I miss it like a brother playing other shooters."
3 **Skate** "Right stick character control that makes sense."

ON THE DISC
See what PSP games are

PSP Playlist

FIRST CHOICE | SECOND CHOICE | THIRD CHOICE

DRIVING

OUTRUN 2006: COAST 2 COAST
Pub Sega | **Dev** Sumo Digital | **Web** outrun2006.com

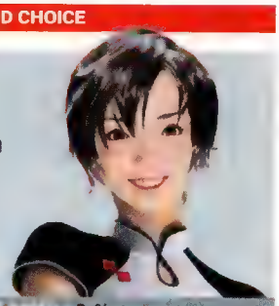
"Sheer magical fun, from its ridiculous slides to its stupidly colourful graphics. The most fun you'll have in ages."
PSM3 Rating 89%

BURNOUT LEGENDS
Pub EA | **Dev** Team Fusion | **Web** ea.com

"The best bits of *Burnout* 1, 2 and 3 on your PSP. How good is that? Bloody good. Brilliant, edgy and massively fast."
PSM3 Rating 92%

RIDGE RACER
Pub SCEI | **Dev** Namco
Web namco.com

"It's hard to imagine a better showcase for PSP's capabilities than *Ridge Racer*."
PSM3 Rating 88%



ALSO RECOMMENDED: COLIN MCRAE RALLY 2005 84% | MIDNIGHT CLUB 87% | PURSUIT FORCE 80% | TOCA 3 CHALLENGE 74% | MEA... 79% | WIPEOUT PULSE 84% | ...CLE... 80%

ACTION

GTA: VICE CITY STORIES
Pub Rockstar | **Dev** Rockstar | **Web** gtapsp..com

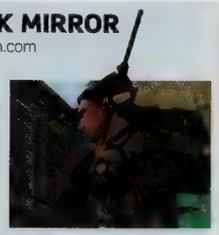
"The miracle of playing such a big game on PSP makes *VCS* pretty special. The system's best yet."
PSM3 Rating 91%

GTA: LIBERTY CITY STORIES
Pub Rockstar | **Dev** Rockstar | **Web** gtapsp..com

"Forehead-poppingly frustrating at times, *Liberty City Stories* is still a colossal beauty of a game."
PSM3 Rating 90%

SYPHON FILTER: DARK MIRROR
Pub SCEE | **Dev** SCEA | **Web** playstation.com

"*Dark Mirror* lets you attack missions and enemy grunts in a way that suits your style – which makes it fun."
PSM3 Rating 88%

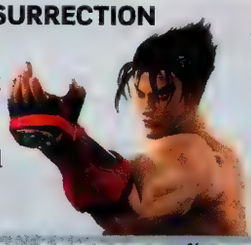


ALSO RECOMMENDED: SPLINTER CELL ESSENTIALS 72% | MAGNI VICE 70% | PRINCE OF PERSIA: REVELATIONS 72% | PRINCE OF PERSIA: RIVAL SWORDS 75% | TOMB RAIDER ANNIVERSARY 85%

BEAT-'EM-UPS

TEKKEN: DARK RESURRECTION
Pub Sony | **Dev** Namco
Web tekken.net

"Grabs you and doesn't let go. This is how all handheld scrapping should be. An essential buy."
PSM3 Rating 89%



POWER STONE COLLECTION
Pub Capcom | **Dev** Capcom | **Web** capcom.com

"Slaps a broad smile on your face. Perfectly suited to handheld play and will brighten up anyone's day."
PSM3 Rating 86%

DEF JAM: THE TAKEOVER
Pub EA | **Dev** EA | **Web** ea.com

"Where other fighting games feel floaty, every punch and stomp carries weight. Brutal."
PSM3 Rating 85%

ALSO RECOMMENDED: DRAGON BALL Z: SHIN BUDOKAI 71% | CRISIS CORE: FINAL FANTASY VII 74% | STREET FIGHTER ALPHA 3 MAX 84% | WWE SMACKDOWN VS RAW 2006 85% | MK ARMAGEDDON 77%

SPORTS

VIRTUA TENNIS WORLD TOUR
Pub Sega | **Dev** Sumo Digital | **Web** sega.com

"Design your own player, play tournaments across the globe, win trophies, earn cash... now that's tennis."
PSM3 Rating 91%

FIGHT NIGHT ROUND 3
Pub EA | **Dev** EA
Web easports.com/fightnightround3

"Streamlining has taken place, but *Round 3* remains a well-balanced slugfest and deserves the championship belt."
PSM3 Rating 84%

EVERYBODY'S GOLF
Pub SCEI | **Dev** SCEI
Web playstation.com

"Your caddy squeaks 'nice shot' and your golfer does a backflip. It's all very charming."
PSM3 Rating 81%

ALSO RECOMMENDED: MADDEN NFL 07 80% | SEGA SOCCER SLAM 79% | NBA STREET SHOWDOWN 80% | TIGER WOODS PGA TOUR ... 72% | TONY HAWK'S UNDERGROUND 2 81% | VIRTUA TENNIS 3 80%

Femmes fatales Game girls that lead men into sticky situations...

INSANE

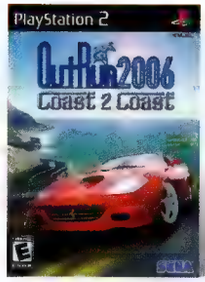
GTA: San Andreas
Pub Rockstar | **Dev** Rockstar
Web rockstargames.com

Catalina is obnoxious, has some *bizarre* bedroom habits and CJ claims to hate her – yet sticks around until she traps off with someone else. Sure, he gets minted from their crime sprees, but we think it might be love. Of a kind.
PSM3 Rating 99%

ALLURING

Resident Evil 4
Pub Capcom | **Dev** Capcom
Web residentevil.com

Ada appears throughout *Resi 4*. She's clad in an impractical split dress and stilettoes, and you're never sure if she's friend or foe... but you're hoping friend – or more. Until she nicks your hard-won sample of Las Plagas and pisses off. Typical.
PSM3 Rating 97%



SAUCY

Outrun 2006
Pub Sega | **Dev** Sega
Web outrun2.sega-europe.com

Why are you driving so dangerously for a girl who screams in your face when you lose by 0.001 seconds? Because she keeps saying, tantalisingly, "How far are you going to take me?" and "I want to go all the way," and you, sir, are *shallow*.
PSM3 Rating 89%

@ **Disagree with our choices?** Write us an explosive mail telling us why we're complete idiots. Lob your word bombs at: psm3@futurenet.co.uk. Subject line: "WRONG!"

Nice Apps

Trick up your console

Wheel of fun

App Steering wheel
Web fanatec.de

Rich? You better be. You can pick up most steering wheels for 40 or so quid, but the Porsche Turbo Wheel sets you back £70 But then, it's far better than most. Modelled on a Porsche – obviously– the wheel itself is proper leather, like you'll find on a real cow (sort of) has two gearsticks, three force-feedback motors, the three requisite pedals and it's all wireless (its dongle is shaped like a Porsche key, which is kinda nice). So it's certainly a swanky bit of kit, and *too* good for the likes of *F1*. Can't wait for a decent serious racer (i.e. *GT5*) to use it with.

See the light

App Darklite lightbar
Web playmessiah.com

The Darklite Integrated Lightbar is supposed to "create a unique atmosphere" while you're gaming. But what this actually means is that it surrounds your PS3 with a blue glow. It looks quite nice, although we're not sure we felt any more 'atmospherised' when using it. It clips onto the back of your PS3 without making it any bulkier – and you certainly wouldn't want your PS3 to get a *lot* more bulk – and it's even got a dimmer so you can adjust how bright the glow gets. It's a fun little add-on if you've got some spare cash, but to call this an essential addition to your pile of peripherals would basically be a massive lie.

Skin up

App PSP skins
Web wrapstar-skins.com

Wrapstar do a massive range of PSP skins, so if you're bored of your boring old black handheld, you could do worse than to investigate these. We like the Japanese flag one pictured below, but we weren't quite so sure about the faux-leopardskin affair, or the terrible blue-and-white flowery one. Anyway, take a look – something is likely to catch your eye.

£5-£7

Early Warning System

Your PlayStation release schedule*

Game	Publisher	Out	Format	Want it? Tick it!
Half-Life 2: The Orange Box	EA	Nov 23	PS2	☐
Kane & Lynch: Dead Men	Eidos	Nov 23		☐
Need For Speed ProStreet	EA	Nov 23	PS3	☐
Blazing Angels 2	Ubisoft	Nov 23	PS3	☐
Guitar Hero 3	Activision	Nov 30	PS3	☐
Medal Of Honor Heroes 2	EA	Nov 23	PSP	☐
Syphon Filter: Logan's Shadow	Sony	Nov 23	PSP	☐
Haze	Ubisoft	Nov 30	PS3	☐
Beowulf	Ubisoft	Nov 30	PS3	☐
Dark Sector	D3P	Nov 30	PS3	☐
Tony Hawk's Proving Ground	Activision	Nov 30	PS3	☐
SingStar	Sony	Nov 30	PS3	☐
Time Crisis 4	Namco	Nov 30	PS3	☐
Army Of Two	EA	Nov 30	PS3	☐
Brothers In Arms: Hell's Highway	Ubisoft	Nov 30	PS3	☐
The Golden Compass	Sega	Nov 30	PS3	☐
Tony Hawk's Proving Ground	Activision	Nov 30	PS3	☐
Stranglehold	Midway	Nov 30	PS3	☐
Pro Evolution Soccer 2008	Konami	Nov 30	PSP	☐
Football Manager Handheld 2008	Sega	Nov 30	PSP	☐
Medal Of Honor: Airborne	EA	Dec 7	PS3	☐
Uncharted: Drake's Fortune	Sony	Dec 7		☐
PDC World Championship Darts 2	Oxygen	Dec 7	PS2	☐
Alone In The Dark	Atari	Dec 28	PS3	☐
Lost	Ubisoft	Jan 25	PS3	☐
Blacksite: Area 51	Midway	Jan 25	PS3	☐
Battlefield: Bad Company	EA	Feb 1	PS3	☐
Turok	Touchstone	Feb 8	PS3	☐
Turning Point: Fall Of Liberty	Codemasters	Feb 29	PS3	☐
Unreal Tournament 3	Midway	Feb 29	PS3	☐
Devil May Cry 4	Capcom	Mar 28	PS3	☐
Midnight Club LA	Rockstar	Mar 28	PS3	☐
The Club	Sega	Mar 28	PS3	☐
Gran Turismo 5	Sony	Mar 28	PS3	☐
Condemned 2: Bloodshot	Sega	Mar 28	PS3	☐
LittleBigPlanet	Sony	March	PS3	☐
Metal Gear Solid 4	Sony	Q2 2008	PS2	☐
Killzone 2	Sony	March	PS3	☐
Grand Theft Auto 4	Rockstar	April 25	PS3	☐
Heist	Codemasters	June 27	PS3	☐

Caution: all dates are accurate at time of going to press, but liable to drastic change

Kane & Lynch

See how the dead men fare as they get the review treatment over on page 78 – can it be the equal of deveoper Io's *Hitman* games? Hint: no.

Uncharted: Drake's Fortune

Our hands-on time with Sony's new jungle-based platform-shooter suggests good things (pg38) – find out when it goes under the microscope next month.

LittleBigPlanet

With *MGS4* slipping until a nebulous 'Q2 2008' (that's May/June) we've heard that Sony's incredible DIY platformer *may* slip a month or two as well. Bah.

eBay Going, Going, Gone PlayStation auction action

Ivy of *Soul Calibur* model

Jeebus. We play *Soul Calibur* a lot, and though the girls in that do tend to wear impractically small outfits, we don't think we've ever seen any of them – not Ivy, not Sophitia, not Voldo (hey, Voldo *could* be a girl – can you be sure?) – in something this tiny. It's enough to make you whirl around in shame faster than Yoshimitsu after 20 cans of Red Bull.

Sold $15.49 **Original Price** $14.99
Profit $0.50

Child's *Mortal Kombat* suit

In an age when the finger is pointed at games for kid-on-kid violence and parents are blamed for allowing their offspring to play them comes... an outfit that lets your children dress up as Scorpion, a freak whose finishing move is ripping off a man's torso and holding it in the air like the FA Cup. Still, it's when little Joey starts dressing as Katana that you've really got to worry...

Sold $16.99 **Original Price** $14.99
Profit $2.00

Resident Evil newspaper

It's a copy of the Raccoon City Times, a prop paper from the Resident Evil movies. Get this, and you can read all about zombie attacks, zombie attacks... zombie attacks... oh, and some zombie attacks. Not much else goes on in Raccoon City, but there was a piece on hospital waiting lists going through the roof. Something called the 'T-Virus' is presenting a bit of a problem, apparently.

Sold $0.99 **Original Price** $2.00
Profit $1.01

MOBILE MAYHEM

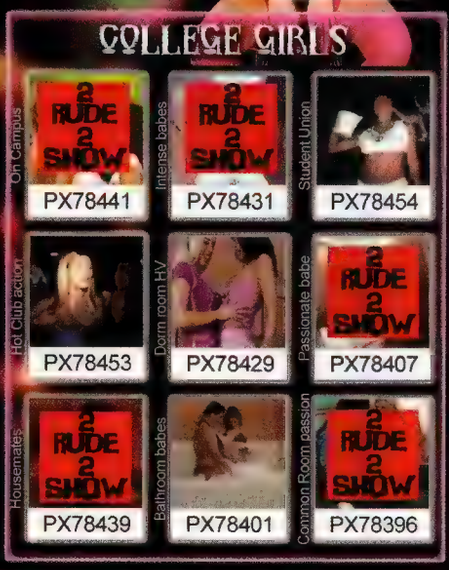
TO DOWNLOAD ANY OF OUR WALLPAPERS, TONES, & GAMES TXT THE...

ITEMCODE to 69944 eg.PX60307

Join Mobile Mayhem Club for £3 per week (All items require a WAP enabled handset)

GAMES, WALLPAPERS AND MORE IN OUR MOBILE CLUB

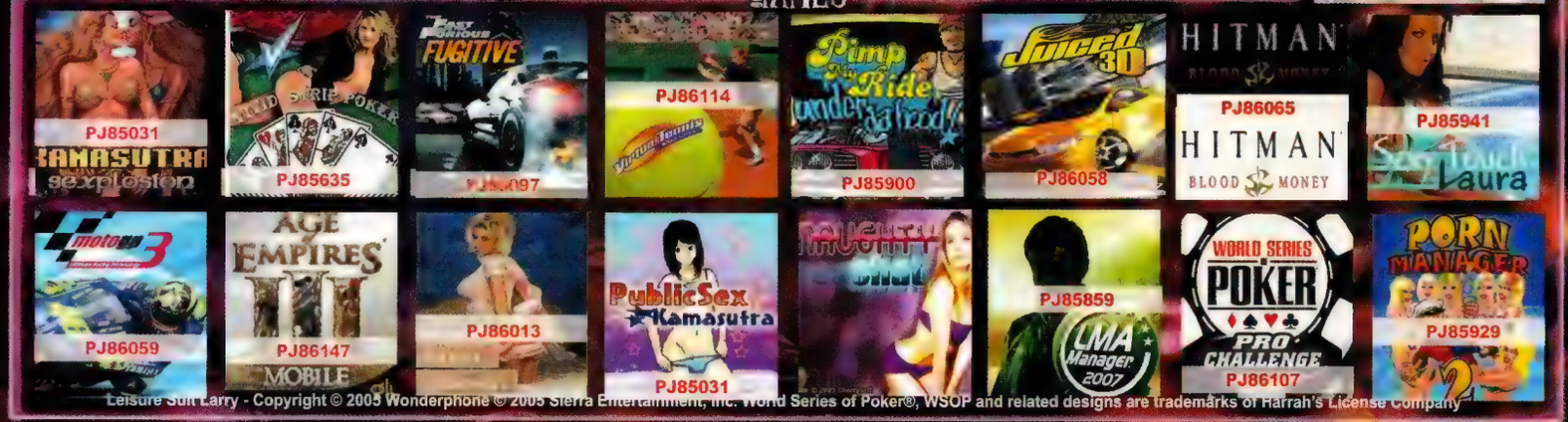
COLLEGE GIRLS



NAUGHTY VIDS

STAR GAME

GAMES



Leisure Suit Larry - Copyright © 2005 Wonderphone © 2005 Sierra Entertainment, Inc. World Series of Poker®, WSOP and related designs are trademarks of Harrah's License Company

Mobile Mayhem is a subscription service offering tones, wallpapers & animations for £3 per week until you send STOP to 69944. *Naked Celebrity is a subscription club charged at £3 every four days. Images downloaded through the service are unofficial and have not been endorsed by any celebrity featured in them. The images are for entertainment purposes only and have been digitally altered. Images are comprised of the heads of celebrities and the bodies are those of other parties unrelated to the celebrities depicted in the images. Text STOP to 69944 to stop your service. Over 18 only. All products require a WAP enabled handset. Customers will also incur normal operator sms and wap charges. 18+ For customer support - email help@blingmob.com or call 0870 063 1182 (Weekdays, 9am to 5pm) or post - BLiNG!Mob BCM Box 2952 London WC1N 3XX

VOYEUR MOBCAM

TEXT
XXXSMUT
TO
69944

SHOWER CAM
CCTV ACTION
OFFICE PARTY
REAL HOME VIDS
HOTEL ROOM VIDS
MILF CAM

BARRING PROBLEMS? TEXT XXXNAKED TO 84966

REAL SEX DIRECT TO YOUR MOBILE GET IN ON THE ACTION NOW

Non Subscription. Pics £1.50 per download. Vids £3.00 per download. Normal operator browse charges apply. 18+ only. Text STOP to 69944 to stop the service BS POBox 2952 London WC1N 3XX. Tel 0870 063 1181

FREE4U

NO SUBSCRIPTIONS
NO RIP-OFFS
100% FREE ACCESS

MOBILE VIDS

ADULT GAMES

SEXY GALLERIES

TEXT TO
SUPER 69944

BARRING PROBLEMS? TEXT SUPER TO 83775

Terms: Free to access, no subscriptions. Pics and animations £1.50 each and vids just £3.00 each. BS Mobile PO Box 2952 London WC1N 3XX. Helpline: 0870 063 1180. Normal operator charges apply. Opt out of marketing reply STOP

12P ADULT VIDS

ONLY 12P

GET A HOT VID ON YOUR MOBILE FOR

Txt DISCOUNT to 69898

Barring Problems?: txt YUMMY to 83775

12P VIDEO WILL FEATURE OUR LATEST SELECTION OF XXX HARDCORE ACTION

12p Adult Vids - You will be charged 12p for one XXX video (normal operator charges apply) and sent a free weekly WAP link. 18+ only. BS Mobile PO Box 2952, London WC1N 3XX. Helpline: 0870 063 1180. Opt out of marketing text STOP to 69898

BUMPER VIDS

Download from our archive of bumper videos to see:

- real stars getting real dirty
- amateur babes trying to make it big
- home videos of real girls getting mucky!

You name it we got it!

and MUCH MORE!

txt MORE to 69944

Barring Problems? txt XXXTRA to 84966

Bumper Vids is a non subscription service. Normal operator charges apply. 18+ only. Bumper 5 min videos £3 each, vid pacs cost £3, pic pacs cost £1.50. We may contact you with an occasional promotion - opt out at any time by following the opt out instructions on promotion. BS Mobile PO Box 2952 London WC1N 3XX. Helpline: 0870 063 1181

WACKY WINDUPS!

"OUR WINDUPS SAY YOUR VICTIMS NAME!"

Choose a windup, tell us their name & number... sit back & listen-in secretly!

1 **Random Sex Survey** Really embarrassing!
2 **The Honey Trap** Are they cheating on you?
3 **Is he a real man?** Man or a big girls blouse?
4 **Is she a lesbian?** Lezza or little lady?
5 **Overdue credit card bill** - How bloody much?
6 **You've got my girlfriend pregnant!**
7 **Extortionate mobile phone bill** Too much porn!
8 **Mad builder on the phone** Wants paying now!
9 **Wrong number** Is that the massage parlour?
10 **Your numbers on my boyfriends mobile** Why?
11 **Your numbers on my girlfriends mobile** Why?

FOR MORE WACKY WINDUPS TEXT WACKY TO 84010
OR VISIT www.wackywindups.com

09066 630 881
EIRE CALL 1580 998 621

UNIQUE! NO DUMB PAUSES - THESE WIND UPS RESPOND TO WHAT THE VICTIM SAYS!

UK calls to 0906 cost £1.50/min. Eire calls to 1580 cost €2.40/min. Mobile rates may vary. Helpline. 0871 855 1277. WackyWindups, PO Box 2861, Bristol, BS35 3WU. Over 16s only. Bill payers permission required.

MATURE LADY

Available now for
SEXY
LIVE CHAT
Call me on
0908 110
4058

BCM Box 2621, London, WC1N 3XX
Calls cost £1/min at all times. All calls are recorded

SEXY LIVE CHAT

1 on 1 ACTION with the UK's Hottest Girls

0908 019 9881

BCM Box 2621 WC1N 3XX Calls cost £1/min at all times
All calls are recorded

---

30 SEC DIRTY TALK!

HOT GIRLS ARE READY & WILLING
LIVE ACTION
0908 019
9861

BCM Box 2621 London WC1N 3XX
Calls cost £1/min at all times All calls are recorded

LIVE SEX AT IT'S BEST!

NO TIME WASTING - NO CALLBACKS
STRAIGHT TO THE ACTION!

Up to 80 girls on line now! We'll put you through to the girl of your choice. Call now!

FRIENDLY GIRLS HOT LIVE TALK

0908 019 6132

BCM Box 2621 London WC1N 3XX. Calls cost £1/min at all times All calls are recorded

---

LIVE 0909 957 0063
RAW HORNY GIRLS NOW! 10p
women: 0800 975 1318 gay: 0909 957 0207

VERY CHEAP LIVE CHAT ONLY 35p PER MIN 0909 742 0611

COLLEGE VIRGINS

MOBILE CALLERS DIAL: 89489
0909 742 0688

RED HOT STORIES
Naughty girls live 1-2-1 or listen in 10p

0909 957 5097
Gay 0909 957 5067

WWW.ADULTPHONECHAT.CO.UK OVER 18'S ONLY. ALL CALLS RECORDED 0800=FREE ANYTIME 0909 957=10p/min 0909 742=35p/min from a BT line, other networks may vary (89489=£1.00 NO EXTRA NETWORK CHARGES) T&C'S APPLY CWL, PO BOX 56502 SW18 9AY

CHEAP ADULT CHAT 25p/min
100s SEXY WOMEN ONLINE 24/7
0901 819 0263

CHEAP ADULT TEXTS!!
30p
Swap messages/meet women
text XXX48 to 83800
To unsubscribe text STOP TO 83800 Calls billed in blocks of 5(min £1.50)
RLF PO Box 17 IM99 4NZ

LIVE FILTH 0908 086 0672
ADULT STORIES 0909 029 4289
ADULT CONTACTS 0906 661 1516
SEXY GIRLS18+ 0908 086 0136
OLDER WOMEN 0908 086 0592
ASIAN&BLACK 0908 391 8626
DOM/FET/KINK 0908 086 2039
WIVES & COUPLES 0908 086 0691
L.LINES PO6538 NN2 7YN, £1.50/min

BROWSE FREE!
Horny women/girls 18+ Sexy videos and pictures straight to your mobile phone
Text vid8 to 84111
Must be18+ and WAP enabled mobile phone Standard network charges apply

---

SEXY OLDER WOMEN

FOR MORE EXPERIENCED PHONE SEX

LIVE 1-2-1 0908 110 4059

BCM Box 2621 London WC1N 3XX
Calls cost £1/min at all times. All calls are recorded

SEXY ASIAN GIRLS

Genuine Asian Babes LIVE 1-2-1

CALL 0908 110 4067

BCM Box 2621, London, WC1N 3XX
Calls cost £1/min at all times. All calls are recorded

Maureen's MATURE CONTACTS

GENUINE BORED HOUSEWIVES
HOT LIVE CHAT
0909 980 8579

BCM Box 2621, London WC1N 3XX. Calls cost £1/min at all times All calls are recorded

---

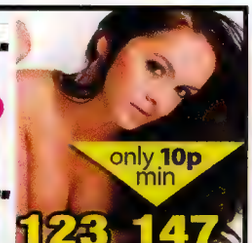
HOT GIRLS TALK DIRTY

LIVE 1 ON 1 ACTION
0909 980 8526

BCM Box 2621 London WC1N 3XX Calls cost £1/min at all times All calls are recorded

---

ARE YOU... UP 4 IT?



only 10p min
CALL ME...
08717 123 147

CALLS: 10P/MIN CM LTD HELPLINE 08717 120 999 18+

Text! Flirt! Date!

HOT LOCAL BABES!

Send PS3 To 87788

TEXTS COST 75P/EACH (BILLED EVERY £1.50 AS A REVERSE BILL) TO QUIT SEND STOP TO 87788
CUSTOMER SUPPORT 0871 7120 999, 18+

UK BABES

SAUCY GIRLS! FUN CHAT!
LIVE ON LINE 24 HOURS
0909 980 8395

BCM Box 2621 WC1N 3XX Calls cost £1/min at all times All calls are recorded

---

NAUGHTY FORTIES!

LIVE 1-2-1
OLDER LADIES CHAT LIVE FROM HOME
0909 980 8627

BCM Box 2621, London WC1N 3XX Calls cost £1/min at all times All calls are recorded

---

HORNY MATURE WOMEN

VERY EXPERIENCED!
09099 86 25 81
Text MAVIS to 87788

TEXT MESSAGES COST £1.50/EACH. CALLS COST £1/MIN. 18+ ONLY. TEXT STOP TO QUIT. WE MAY SEND YOU FREE UPDATES ON OUR OTHER PRODUCTS. CUSTOMER SUPPORT 0871 7120 999

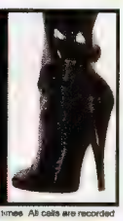
YOU WILL OBEY!

tEXT PLUG TO 69955
09099 862 619

TEXT MESSAGES COST £1.50/EACH. CALLS COST £1/MIN. 18+ ONLY. TEXT STOP TO QUIT. WE MAY SEND YOU FREE UPDATES ON OUR OTHER PRODUCTS CUSTOMER SUPPORT 0871 7120 999

CORRECTION!

STRICT MISTRESS DEMANDS OBEDIENCE
0909 980 8850



BCM Box 2621 London WC1N 3XX Calls cost £1/min at all times All calls are recorded

---

NAUGHTY NURSE

Rosie
WILL TREAT YOU
CALL NOW FOR A Live EXAMINATION
0909 980 8396

BCM Box 2621 WC1N 3XX Calls cost £1/min at all times All calls are recorded

---

Listen in NOW!

HOT 1-2-1 calls +HORNY stories
09098 979 591

CALLS: 60P/MIN. CM LTD CUST SERVICE 08717 120 999 18+

CLUB 10

100's SINGLE GIRLS!
08717 123 908
10p/min

CM LTD PO BOX 206 HP3 9FT - Callers 18+

FAST, FUN & FLIRTY!

SINGLE GIRLS HOT LIVE CHAT
0909 980 8557

BCM Box 2621, London WC1N 3XX Calls cost £1/min at all times All calls are recorded

---

OLDER LADY

I'm desperate for some HOT LIVE CHAT! Call me and I guarantee you will not be disappointed
Sheila xxx
0909 980 8664

BCM Box 2621 WC1N 3XX Calls cost £1/min at all times All calls are recorded

FREE 4hr

Unlimited WAP Downloads

Why pay per downloads

Text WAP to 57500

Access a Library of Content for all Models
Over 25,000 quality tones, games, movies & Pics
Text
PSM to 81666
to join unlimited wap download, first Week FREE, then £3pw

Images & Movies

Poly & Real tones

Java Games

R&B, Rock, Hip Hop, Urban, Dance, Jazz Indie, Rock, Metal, Pop, TV & Movies

Why pay per download, when you can have it all !

Update Weekly

One day Unlimited Downloads

£3

For all Models Quality tones, games, movies & photos

Call 09050 090 491

To stop reply STOP. For help call 0906 302 0260. Cost £3pw. This is a subscription which will cost £3pw or 2 coins (after trial) until you send stop.

Instant Heat
Listen don't talk
Call 0909 925 1995
50p/m

Bored & Lonely
Listen don't talk
Call 0909 925 6001
50p/m

Pull them off
Listen don't talk
Call 0909 925 1992
50p/m

Calls are 50ppm, and recorded 16+ Ltd, BCM Box 6713 London WC1N

Join 10p

Text DATE 20 to 57500

Hot Local Girls Select by text

Join 10p

With Photos

Fit body & filthy minded girls looking for blokes of any age and race

High text demand in... South, Midlands, N. EAST & Lpool

Work hard play hard naughty girl seeking men. Any race up 40 only

High text demand in ...London, Midlands, N. EAST & Lpool

Latin girls looking for close encounter. Hot body & mind No strings any agerace

High text demand in ...London, Midlands Manchester Scotland and Shires

Nice looking, but loves to get out, really fleeing sexy needs to do something about it

High text demand in ...London, Midlands, Manchester Scotland and Shires

Dark hair, big firm chested girls looking for a fun mate. No strings as returning back in a year

High text demand in ...London, Midlands Yorkshire, Lpool Scotland and Cardiff

Love mad and sensual girls seeks guys for fast dates & excitement

High text demand in ...Manchester, London S E, N.E. Shires Scotland and Cardiff

Great looking but unfaithful very horny needs more than what they are getting. All ages/race

High text demand in: London, Leeds, Birm, Kent, Scotland and Shires

Young and VERY dirty! Girls looking for older guys for fast dates & excitement. All ages/race

High text demand in: London, Leeds, Birm, Kent, Scotland and Shires

TXT SPY 24/7 07624 802 860

Charged reversed billed sms at 150p or 2euros for every 3rd msg rec'd. Please replace numbers with your own age

Join 5p

Text DATE 20 to 57500

Hot Girls - text the type girls U like, View, Text 1000's of Local Girls

Join 5p

With Photos

Fun loving and sensual girls seeks large men for fast time & hot excitement.

Sexy girls in the UK needs to meet guys ages up to 40 only for fun.

Sexy juicy girls looking to meet & date guys for steamy action- possible long term romance.

Kinky girls seeks a night of fun & long term relation-ships.

Kind heart girls seeks guys to take charge. Keen to please. Any age/types.

Great looking but unfaithful, very horny needs extra No strings.

30 SECONDS HOT LINE!

MY BOYFRIEND MADE ME DO IT	0909 925 6036
I LET THEM HAVE ME	0909 925 6032
MY FIRST OFFICE PARTY	0909 925 6025
I LIKE BEING A TART...THEY AHD ME	0909 925 6014
I WILL IF YOU BUY ME A NEW TOP	0909 925 6004
I DIDN'T LIKE THE TASTE AT FIRST	0909 925 6041

Open minded women looking for lots of fun times with toy boys.

Hot babes on heat looking for real men. Will play all night if you can it I can.

Independent women seeks hot flings at the weekends. All races and ages up to 45 only

Big firm chested girls seeks good time. No string as returning back in a year.

These girls only come out to play in the evenings. All types & ages up to 50.

Loves to please men. These girls just want action. No strings any age/types.

To stop reply stop, write to My data, BCM Box 6713 WC1N 3XX, 18+ only, first 4 messages are FREE then priced 50p per msg, charged by reversed billed sms at every 3rd msg rec'd. Please replace numbers with your own age. All calls recorded & cost 100ppm

1 MINUTE SEX
XXX DIRTY RELIEF
LISTEN TO GIRLS DOING IT LIVE
0909 986 1712

18 AND EXTREME
I NEED SEX CHAT NOW
0909 029 7363

EXTREME UNZIP & RELAX
FILTH ON YOUR PHONE
SEXY QUICK RELIEF
60p
0909 897 0656

ULTRA FAST DIRTY RELIEF
VERY VERY QUICK!
0909 986 1708

SEX MAD AND DESPERATE
CALL ME NOW
0909 986 1710

QUICKIE RELIEF
XXX CHAT
30 SEC INSTANT PLEASURE
0909 986 1711

HORNY GRANNY
60p
EXTREME MATURE SEX CHAT
0909 897 0685

1 MINUTE QUICKIE LINE
GET READY TO PLAY
LET ME DO ALL THE WORK
AS I GET YOU OFF
60p
0909 897 0657

UNZIP LIE BACK RELAX
LIVE DIRTY GIRLS
60p
EXPLODE
0909 897 0684

QUICK DIRTY RELIEF
30 SEC INSTANT PLEASURE
0909 966 1709

30 SEC TART
SHE'LL DRAIN YOU DRY
0909 029 7365

INSTANT CLIMAX
RELIEF WITH GIRLS @ HOME
100% LIVE
ONLY 60p /MIN
0909 897 0687

DIRTY BIRDS
CALL FOR FILTHY XXX CHAT
0909 029 7364

LISTEN TO ME DO ALL THE WORK
YOU WILL LOVE IT
60p
0909 897 0686
ONLY PER M

LiveLines UK Ltd PO6538 NN2 7YN. Help 0870 487 2272. 0909 897 Calls rec @ 60ppm. 0909 986 Calls rec @ £1pm. 0909 029 Calls rec @ £1.50pm.
Mobile users may receive free promotional sms msgs. 18+ only.

18

fancy a quickie
0909 771 3336
To quit send STOP to 89885. £1.50/MSG
RAYSHIELD HELPLINE 08704 541 000

MEET LOCAL SINGLES
XXX PICS
COLLECT & KEEP FOREVER!...
Text SAUCYX to 89885
18
NO
TO QUIT SEND STOP TO 89885. £1.50/MSG

BORED MARRIED TEMPTRESS
WANTS TO GET YOU HARD!!!
Send married
LIVE to 89885
Transact Group Ltd. PO Box 384. CB2 5LR

don't TALK just LISTEN
0909 7713 524
£1.50 MIN. CHAOS HELPLINE 08704 541000

NAUGHTY TEEN GIRLS
await your call
09097 713 522
£1.50/MIN. CHAOS HELPLINE 08704 541000

30 SEC QUICK RELIEF
09097 713531
CALLS ONLY £1.50/MIN. CHAOS HELPLINE 08704 541000

FROM 30P/MIN
LISTEN & PLAY ALONE!
The Ultimate Discreet Callback!
text NOW to 89990
...and we'll call you back! No 0909 showing on your bill
our caller id 01223 212200. calls cost only £7.50 by reverse SMS (89885) for 25 mins. CHAOS NETWORK HELPLINE 08704 541 000 (national rate)

ADULT Fantasies
0909 771 4549
CHAOS NETWORK HELPLINE 08704 541 000. CALLS COST ONLY £1.50 PER MINUTE

EXPLICIT SEX SOUNDS
0909 771 7974
CALLS £1.50/MIN. CHAOS HELPLINE 08704 541000

60 SECS OF MY BEST...
09097 713 530
CALLS £1.50/MIN. RAYSHIELD HELPLINE 08704 541000

ONLY 60P PER MINUTE
HOW LONG CAN YOU LAST?...
0909 534 9996
VOTED BEST VALUE
CHAOS NETWORK HELPLINE 08704 541 000

60P RECORDINGS
CHEAPEST & HOTTEST GIRLS AROUND!
0909 534 9997
RAYSHIELD PO BOX 384, CB22 5NE.CALLS ONLY 60P/MIN

HOW LONG CAN YOU LAST?
LISTEN TO ME...
0909 771 3332
TALK TO ME LIVE...
0909 771 3102
CALLS COST £1.50/MIN. TRANSACT GROUP LTD. HELPLINE 08704 541000 LIVE CALLS RECORDED

YOU LISTEN
@'+ I'LL MOAN @'+
0909 771 3523
CALLS £1.50/MIN. CHAOS HELPLINE 08704 541000

60P MIN
CHEAP CHAT
LIVE 1-2-1
0909 534 6736
CALLS 60P/MIN. CHAOS HELPLINE 08704 541000. LIVE CALLS RECORDED

100% PURE ADULT CHAT
0909 771 3044
RAYSHIELD HELPLINE 0870 454 1000

I WANT TO MAKE YOU SHOOT
DIAL & LISTEN
0909 771 3541
CALLS £1.50/MIN. CHAOS HELPLINE 08704 541000

Listen as i do all the WORK
0909 771 3334
RAYSHIELD HELPLINE 08704 541 000.
CALLS COST £1.50 PER MINUTE.

60 Sec session
090 771 33339
calls cost £1.50/min. helpline 08704541000

sex buddies
live 1-2-1 chat
09097 713101
receive photo's 1000's available
RAYSHIELD HELPLINE 0870 454 1000. £1.50/MIN

LISTEN AS I TOUCH MYSELF
0909 771 4551
CALL NOW
CHAOS NETWORK HELPLINE 08704 541 00. CALLS COST ONLY £1.50 PER MINUTE

DIRTY
CHEAP SEX
0909 534 9998

Bored, Lonely, Shy?
LIVE CHAT WITH ME
You'll Love it guaranteed !!!
0909 771 4140

Sexy College girls
0909 771 3337
CHAOS NETWORK HELPLINE 08704 541 00. CALLS COST £1.50/MIN

BI CURIOUS?
0909 771 3331

NO RIP OFFS!

dbm™

To Order: txt 6 DIGIT CODE to 80155*
eg txt: 251162 to 80155* txt IRE (space) Code to 57856
*See T&C below for item pricing This is NOT a subscription service

5 MIN SEXY VIDS

Sexy Senorita 250995 | Dannii Harwood 257113

Awesome Anet 251464 | Gina B & Simony 250678 | Estelle & Laura 250676 | Sam & Layla 1st Time 250675 | Sexy Blonde 251475 | Silvia Saint 251622 | Busty Michelle 255659

Very Rude Duo 255626 | Bored Housewives 250677 | Thekla Strips 251191 | Chantelle & Charmaine 250497 | Luscious Lucy 251468 | Bedroom Blonde 255114 | Red Hot Brunette 251463

DIRTY GIRL VIDS

Busty Brunette 250926 | Dirty Anna 259815 | Red Hot Rear 250933 | Sexy Elise 250748 | Kinky Krystal 250832 | Huge Rack 254918

Sexy Student 251531 | Asian Babe 259477 | Love In An Elevator 255638 | Hot A** 254903 | Wet 'N' Wild 255085 | Fit Rear 254818

CELEB VIDEOS

Louise Porter 257960 | Big Bro's Amy 250056 | Vikki Blows 257162

Emily Scott 251157 | Jakki Degg 251164 | Big Bro's Saskia 255526

Silvia Saint 251626 | Big Bro's Emily 258810 | Miss GB Emma 250927

Big Bro's Imogen 255591 | Victoria Silvstedt 250893 | Louise Glover 255538

top games

253172 | 254351 | 254766 | 253170

250389 | 256913 | 259314 | 251455

£3 game offer!

To order this game: Txt PLAY 251225 to 80155

250839

sexy games

256736 | 256568 | 256804 | 250524 | 250042

256996 | 255740 | 256567 | 251630 | 250840

259635 | 250048 | 259177

251096 | 251691 | 250948

TXT ALERTS

Spiderpig	259188
Nelson - Haha	251106
Homer - Doh	251108
Family Guy - Giggerty Giggerty	251104
Brian - O Wow.	251232
The Force Will Be With You Always	251345
The Power Of The Dark Side	259030
Say Hello To My Little Friend	257924
Heres Johnny!	257925
Oh Man I Shot Marvin!	253657
Go Ahead Make My Day	251731
You Talking To Me?	251732
Here's Looking At You Kid	251331
Father Jack Drink, Feck Arse	253892
Massive Fart	251883

TERMS & CONDITIONS: 80155 & 57856 is for aged 16+. You will be sent a WAP link to download your item and an additional network charge may be incurred. Wap/ GPRS Required. Pre-pay users without enough credit will not receive items. Responsibility cannot be accepted for content ordered that is not supported by the handset, for delayed or distorted content delivery or for handsets without enough memory. All videos are in excess of 500k. GAME COMPATIBILITY: Please contact us on +44 (0)871 200 3193 to check game compatibility as responsibility cannot be accepted for games ordered that are not compatible. TXT ALERTS: produced by impressionists, all sounds do not carry the approval or endorsement of the personality involved or any broadcasting institution. Prices correct at time of going to print. We reserve the right to alter pricing at any time.K2 Media or its associated companies may contact you by SMS with the latest promotions and products. dbm is a Trade Mark of K2 Media Ltd, PO Box 162, Kendal, LA8 8WW. *Dirty Girl Vids, Celeb Videos & Txt Alerts cost £4.50 (€6). 5 Min Sexy Vids, Top Games & Sexy Games cost £6 (€8). Peeptris £3 Offer costs £3 (€4), Charges sent in denominations of £1.50 (€2). All requests to 80155 are charged at 25p. Live standard rate support line available 9am to 5pm, Mon to Fri - +44 (0)871 200 3193.

© 2007 Electronic Arts inc. Electronic Arts, EA, the EA logo and Burnout are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. All other trademarks are the property of their respective owners. © SEGA. All Rights Reserved. MONOPOLY © 2007 Hasbro. All rights reserved. ...icensing by Hasbro Properties Group. Return ©2006 Worms. (c) 2007 Team 17 Software. Worms and Team 17 Software are trademarks and/or registered trademarks of Team 17 Software Limited. Original concept by Andy Davidson. Developed by Rockpool Games Ltd. Rockpool and it's logo are trademarks of Rockpool Games Ltd. THQ, THQ Wireless and their respective logos are trademarks and/or registered trademarks of THQ, Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners. ...c 2007 Microsoft Corporation. All rights reserved. Microsoft, the Microsoft Games Studios logo, Age of Empires and Ensemble Studios are trademarks of the Microsoft group of companies. (c) 2007 Published by Ivory. TM and tracing name of Dorata Bridges. (c) 2007 Mata Sky TM is a trademark of SNK Playmore Corporation. All rights reserved. Tetris (R) & (c) 1985-2007 Tetris Holding LLC. ...censed to The Tetris Company. Game Design by Alexey Pajitnov. ...ogo Design By Roger Dean. All Rights Reserved. Sublicensed to Electronic Arts Inc. Game Technology. c 2007 Electronic Arts Inc. All rights reserved. Electronic Arts, EA, and the EA logo are trademarks or registered trademarks of Electronic Arts inc. in the U. S. and/or other countries. PAC-MANIA (c) 1980-2005 NBGI. LucasArts and the LucasArts logo are trademarks of Lucasfilm Ltd. © 2006 Lucasfilm Entertainment Company Ltd. or Lucasfilm Ltd. and TM as indicated. All rights reserved. © TT Games Publishing Ltd 2006. Published by THQ Wireless and TT Games under license from the LEGO Group. LEGO, the LEGO logo and Minifigure are trademarks of the and/or its marques de commerce de/son marcas registradas de LEGO Group. ©2006 The LEGO Group. All rights reserved. THQ, THQ Wireless and their respective logos are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved. All other trademarks, logos and copyrights are property of their respective owners. The HASBRO and MONOPOLY names and logos. MONOPOLY TYCOON, the distinctive design of the game board, the four corner squares, the MR. MONOPOLY name and character as well as each of the distinctive elements of the board & playing pieces are trademarks of Hasbro for its property trading game and game equipment. © 2006 Hasbro. All Rights Reserved. The use of real player names and likenesses is authorised by FIFPro and its member associations. Officially licensed by Czech Nationals Football Association. All other copyrights or trademarks are the property of their respective owners and are used under license. Developed and published by Konami Digital Entertainment GmbH. Distributed in EMEA & Oceania by Cli...Mobile Ltd. © 2007 Konami Digital Entertainment Co. Ltd.

PlayStation®
Official Magazine - UK

ASSASSIN'S CREED VS UNCHARTED DRAKE'S FORTUNE
TWO WORLD EXCLUSIVE REVIEWS. ONE WINNER
PlayStation®
Official Magazine - UK
Issue 013 Christmas 2007 £5.99
eu.playstation.com
24 PS3 GAMES TO PLAY ON THIS DISC!
Just got a PlayStation 3? Play all the biggest and best games now!
How to cheat at PES 2008
The return of Bionic Commando
Never lose at Warhawk again
PS3 predicts the future of war
What will be PS3 Christmas #1?
Reviewed
Uncharted
Assassin's Creed
NFS Pro Street
Guitar Hero III
Kane & Lynch
MOH: Airborne
PLAYSTATION 3 EXPERT GUIDE
New 40GB model fully tested

The only magazine with a playable PS3 Blu-ray disc

Playable Blu-ray disc
24 PS3 games to play including Stranglehold, Sega Rally, The Darkness, Jericho, Skate and Stuntman Ignition.

First for PlayStation 3
This month: exclusive Uncharted: Drake's Fortune and Assassin's Creed reviews, huge guide to the 40GB PS3 and expert Warhawk tips, plus our shock Kane & Lynch score.

NEW ISSUE ON SALE NOW

myfavouritemagazines.co.uk

PLAYSTATION 3 PLAYSTATION PORTABLE PLAYSTATION 2

Only PSM3 brings you...

5 things to remember this month

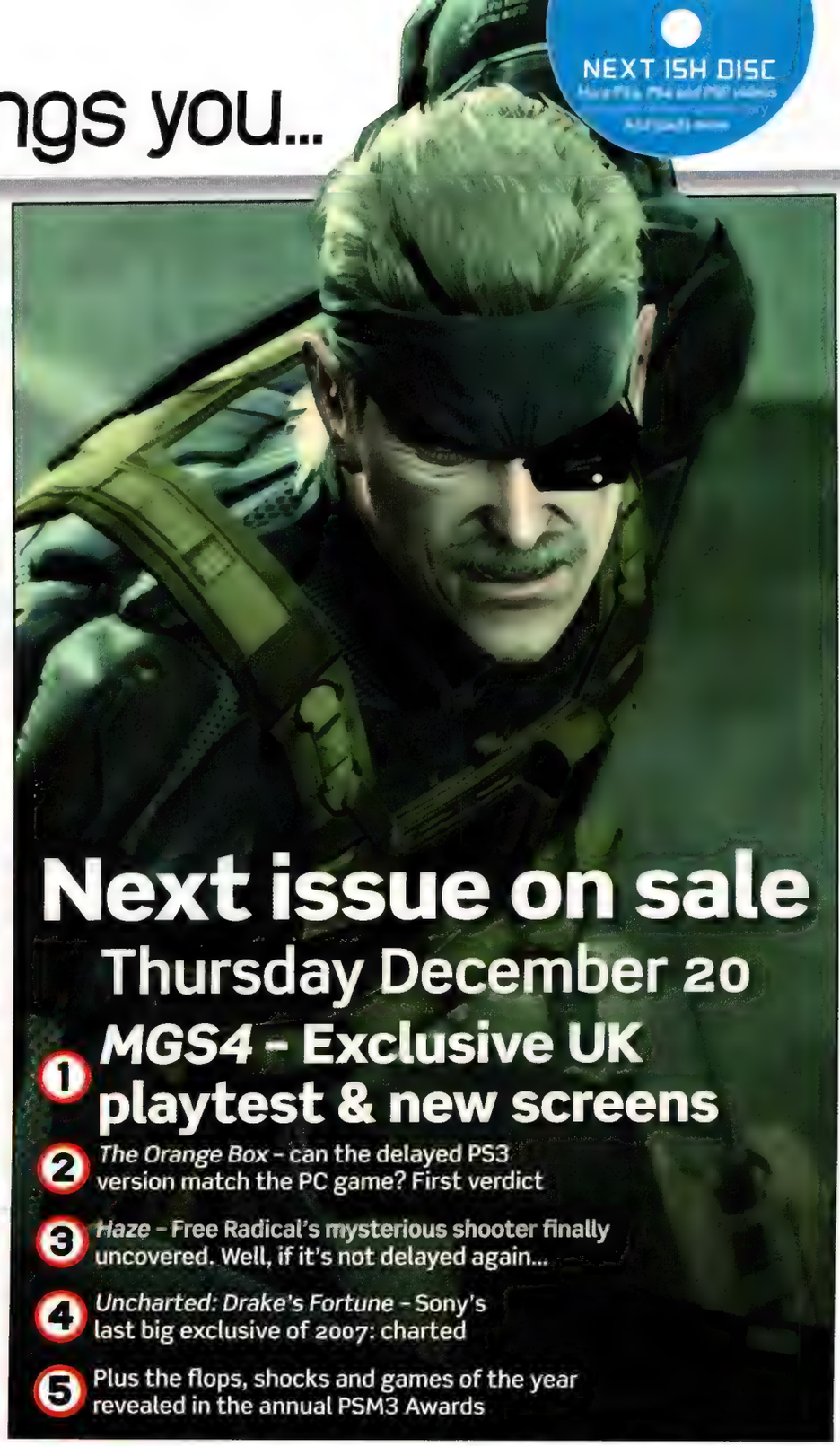
Assassin's offers loads to explore
"It's like a massive adventure playground"
page 22

You don't know what to expect from *Golden Axe*
"Couldn't be less like the original if it tried"
page 32

Call Of Duty 4 is one of the finest games you'll play
"It makes everything else look foolish in comparion"
page 56

Simpsons is a bit rubbish, but never mind
"So laiden with jokes, detail and dialogue, you won't care"
page 70

We still love making *Ratchet* baddies dance about
"They all have their own boogie routine to prance to"
page 90



Next issue on sale

Thursday December 20

1. ***MGS4* – Exclusive UK playtest & new screens**
2. *The Orange Box* – can the delayed PS3 version match the PC game? First verdict
3. *Haze* – Free Radical's mysterious shooter finally uncovered. Well, if it's not delayed again...
4. *Uncharted: Drake's Fortune* – Sony's last big exclusive of 2007: charted
5. Plus the flops, shocks and games of the year revealed in the annual PSM3 Awards

Don't miss your copy of PSM3

Forget about endless trips around the shops, just fill in the form below and hand it into your newsagent to save yourself a whole world of hassle (feel free to copy the form).

Newsagent Order Form

Please reserve/deliver a copy of PSM3 every issue

Title/Mr/Mrs/Ms..... First name..... Surname.....

Address.....

.....

Postcode..... Daytime telephone number.....

Or get PSM3 delivered to your door every month – see page 50 for our amazing subscribers' offer or ring the hotline on 0870 837 4722

PSM3

Future Publishing Ltd.
PSM3, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW
Tel: 01225 442244 **Fax:** 01225 732275
Email: psm3@futurenet.co.uk **Web:** psm3mag.com

EDITORIAL
Editor: Daniel Dawkins, ddawkins@futurenet.co.uk
Art Editor: Milf Coppock, mcoppock@futurenet.co.uk
Deputy Art Editor: Richard Broughton, rbroughton@futurenet.co.uk
Production Editor: David Cook, dcook@futurenet.co.uk
Reviews Editor: Nathan Irvine, nirvine@futurenet.co.uk
Staff Writer: Andrew Kelly, akelly@futurenet.co.uk

CONTRIBUTORS
Angelo D'Argenio, Joel Snape, Kath Brice, Daniel Griffiths, Steve Bailey, Leon Hurley, Jon Hamblin, Ziggi Baker

Group Art Director: Ian Miller
Creative Director: Robin Abbott
Design Director: Matthew Williams
Editorial Director: Jim Douglas

ADVERTISING
Sales Director: Clare Dove, 01225 732344, email@futurenet.co.uk
Ad Director: Ryan Ferguson, 01225 788114, rferguson@futurenet.co.uk
Senior Advertising Manager: Lara Bakshi, 01225 442244, lbakshi@futurenet.co.uk

London Sales Director: Malcolm Stoodley, mstoodley@futurenet.co.uk
UK Sales Director: Jayne Caple, jcaple@futurenet.co.uk

MARKETING
Marketing Campaign Manager: Tom Acton, tacton@futurenet.co.uk
Promotions Executive: Rebecca Hodges, rhodges@futurenet.co.uk

Brand Marketing Director: Matt Woods, mwoods@futurenet.co.uk

CIRCULATION
Job Title: Russell Hughes, rhughes@futurenet.co.uk

Circulation & Trade Marketing Director: Chris Spratling, cspratling@futurenet.co.uk

PRINT & PRODUCTION
Production Co-ordinator: Ian Wardle, iwardle@futurenet.co.uk
Production Manager: Rose Griffiths, rgriffiths@futurenet.co.uk

Head of Production: Richard Mason, rmason@futurenet.co.uk

LICENSING
Head of International Licensing: Tim Hudson, thudson@futurenet.co.uk
Tel: + 44 (0)1225 442244 **Fax:** + 44 (0)1225 732275

FUTURE PUBLISHING LIMITED
Publisher: Richard Keith, rkeith@futurenet.co.uk
Group Publisher: Matthew Pierce, mpierce@futurenet.co.uk
Publishing Director: James Binns, jbinns@futurenet.co.uk
Chief Operating Officer: Simon Wear
Chief Executive: Robert Price

SUBSCRIPTIONS
Phone our UK hotline on: 0870 837 4722
Subscribe online at: www.myfavouritemagazines.co.uk

NEXT ISSUE ON SALE... December 20

Printed in the UK by Southernprint on behalf of Future.
Distributed in the UK by Seymour Distribution Ltd,
2 East Poultry Avenue, London EC1A 9PT. **Tel:** 0207 429 4000

Want to work for Future?
Visit www.futurenet.com/jobs

ABC
A member of the Audit Bureau of Circulations
24,121
Dec-June 2007

Future
MEDIA WITH PASSION

Future produces carefully targeted special-interest magazines, websites and events for people who share a passion. We publish more than 170 magazines and websites and 100 international editions of our titles are published across the world.

Future plc is a public company quoted on the London Stock Exchange (symbol: FUTR).

www.futureplc.com

Chief Executive: Stevie Spring
Non-executive Chairman: Roger Parry
Group Finance Director: John Bowman
Tel +44 (0)20 7042 4000 (London)
Tel +44 (0)1225 442244 (Bath)

PSM3 is the trademark of Future Publishing Limited 2007. All rights reserved. No part of this magazine may be used or reproduced without the written permission of the publisher. Future Publishing Limited (company number 2008885) is registered in England and Wales. The registered office of Future Publishing Limited is at Beauford Court, 30 Monmouth Street, Bath BA1 2BW. All information contained in this magazine is for information only and is, as far as we are aware, correct at the time of going to press. Future cannot accept any responsibility for errors or inaccuracies in such information. Readers are advised to contact manufacturers and retailers directly with regard to the price of products/services referred to in this magazine. If you submit unsolicited material to us, you automatically grant Future a licence to publish your submission in whole or in part in all editions of the magazine, including licensed editions worldwide and in any physical or digital format throughout the world. Any material you submit is sent at your risk and, although every care is taken, neither Future nor its employees, agents or subcontractors shall be liable for loss or damage.

FSC Mixed Sources

The text paper in this magazine is totally chlorine free. The paper manufacturer and Future Publishing have been independently certified in accordance with the rules of the Forest Stewardship Council.

recycle
When you have finished with this magazine please recycle it.

EastEnders: The Game – revealed

Eidos are rumoured to have secured the rights to make an EastEnders videogame. Here's what (we hope) will go on in it...

*Not actual press release. OK, legal folk?

EastEnders
THE VIDEOGAME*

LONDON, UK – 5th November, 2007 – Today, Eidos, one of the world's largest videogame publishers, announced the forthcoming release of *EastEnders: The Game*, an innovative action/adventure title based on the nation's favourite soap opera.

Key features

- Explore Walford in free-roaming mode. Visit the Vic for a pint of unspecificied lager, call someone a 'slapper/loser' at Ian's café and hurl tea in their face... it's up to you. Just as long as you stay in Walford and *never* attempt to enter central London. No-one does that in EastEnders.

- Unique combat system. Employ deadly co-op tactics. One player controls Phil and holds enemies down, while the other plays Grant and kicks them in the balls and head. Tense rhythm-action based arguments between the brothers keep the action exciting, while Peggy shouts "Leave it 'aht," from beneath her massive wig.

- The bleakest game ever made. *EastEnders: The Game* uses realistic sob physics. Watch in awe as tears soak into hankies in real-time, before blending into the bloodstains on your shirt.

- Branching dialogue system lets you harass people, accuse them of being 'slags' and yell at them (without any actual, proper swearing, of course) – until they cry, fight back or hit you over the back of the head with an ashtray and kill you.

- Photography mode. Take saucy snaps of the EastEnders babes – like Roxy and Ronnie Mitchell – as they pose on the Queen Vic's bar. Unlockable characters for this mode include Dot Cotton.

- Director mode. Cut-and-paste classic scenes to create your own episodes. Were you disappointed no-one interrupted Bradley and Stacey's wedding? Now you can change all that. And YOU get to choose when the famous drum stabs kick in. *That's* power.

- Minigames. Repeatedly tap on Max Branning's baldy head with a biro until he snaps and lunges at you. Punch the befuddled expression off Keith Miller's stupid face. Play as legendary villain Nasty Nick and sneer at as many passers-by as possible within the time limit.

EastEnders: The Game will be released in the near future. [Cue drums]

PSM3
Next issue on sale
Thursday
December 20
Subscribe today on
page 50

TXT UK MOBILE GAMER

WWW.TXTUK.TV

TO ORDER TEXT: * PSM+CODE to 88066

OR CALL: 0906 517 1641 £1.50 per minute

MOBILE GAMES

PLAY THESE WICKED GAMES ON THE MOVE!

TO ORDER text: PSM+CODE to 88066 or call: 0906 517 1641

PIMP MY RIDE

Awesome automobiles, classy cars, voluptuous vehicles! It's all here in this mobile version of the popular MTV show! Pimp that phat mutha up y'all! THAT'S what I'm talkin' about!

To Order PIMP MY RIDE Text: PSM +42740 to 88066

2 FOR 1 OFFER!

Order LEISURE SUIT LARRY & receive a second LARRY game at no extra cost!

TEXT: PSM+47498 TO 88066

DR. SIMONS BRAIN TRAINER!

Get Dr. Simons Braintrainer and become, click by click, a maths' wizz! This fantastic and really unusual brain training will exercise effectively your grey matter!

To Order This Game Text: PSM +49165 to 88066

WALLPAPERS

GET A NEW LOOK FOR YOUR PHONE WITH A GREAT WALLPAPER!

TO ORDER text: PSM+CODE to 88066 or call: 0906 517 1641

RINGTONES

GET A REALTONE TO HAVE A REAL VOICE & BACKING TRACK AS YOUR RINGTONE!

*cover artists only

REAL	POLY		
48951	48896	GWEN STEFANI / DAMIEN MARLEY	Now That...
48462	48461	SEAN KINGSTON	Me Love
47855	47744	KAISER CHIEFS	The Angry Mob
48119	48112	CIARA FT. 50 CENT	Can't Leave Em Alone
49068	49038	NELLY	Wadsyaname
49871	49865	DANNII MINOGUE	Love Me Like That
49070	49111	TIMBALAND FT ONE REPUBLIC	Apologize
49449	49440	AVRIL LAVIGNE	Hot
49309	49307	RIHANNA	Don't Stop The Music
49759	49755	FERGIE	Clumsy
49197	49214	RIHANNA FT NE-YO	Hate That I Love You
49806	49786	PLAIN WHITE TEES	Hate
48367	48364	SOULJA BOY	Crank That (Soulja Boy)
48117	48110	50 CENT FT. J. T.	Ayo Technology
46164	46163	PLAIN WHITE T'S	Hey There Delilah
47851	47848	SEAN KINGSTON	Beautiful Girls
47188	47182	TIMBALAND	The Way I Are

TO ORDER text: PSM+CODE to 88066 or call: 0906 517 1641

MOVIES

GET HOT CLIPS ON YOUR SCREEN!

TO ORDER text: PSM+CODE to 88066 or call: 0906 517 1641

ANIMATIONS

TO ORDER text: PSM+CODE to 88066 or call: 0906 517 1641

TOP OFFICIAL DANCE TONES

REAL		
49752	Samim	Heater
49590	Ida Corr/Fedde Le Grand	Let Me Think About It
49571	Alex Gaudino/Crystal Waters	Destination Calabria
49593	Mason/Princess Superstar	Perfect Exceeder
49574	Benny Benassi	Satisfaction

TO ORDER text: PSM+CODE to 88066 or call: 0906 517 1641

SOUND FX

GET A CRAZY SOUND EFFECT OR FUNNY TV CELEB OR CHARACTER AS YOUR RINGTONE!

TO ORDER text: PSM+CODE to 88066 or call: 0906 517 1641

88066

Graphics, Animations, Videos & Polys £4.50/€6. Games, Real & Fun Tones £6/€8

Calls cost £1.50 per minute from landline phones. Calls made from Mobiles may cost more. Callers must be 16 or over. Polyphonic Tones, Movies & Wallpapers and Animations cost £4.50 charged as 3 x £1.50 reverse billed messages. Java GAMES charged as £6. Realtones, Sound FX & TVTones charged as £6. You will incur standard SMS, WAP and GPRS charges where applicable. Please check billpayers permission before you call. Please check the website to ensure your phone is compatible. You must have a WAP enabled phone to download content. Please allow 24 hours for delivery in extreme cases due to network traffic. You may be contacted by TXTUK with Offers and Info. To unsubscribe call our Customer Care Line. Customer Care Numbers UK: 0871 872 1813 IRL: 01 4849000, Email : help@30ptones.com. Address PO Box 51727, London NW1 8ZF. Thank You. Copyright © 2005 Wonderphone.© 2005 Universal Interactive, Inc. Crash Bandicoot and related characters are ® and © of Universal Interactive, Inc. All rights reserved. Copyright © 2005 Wonderphone © 2005 Sierra Entertainment, Inc. All rights reserved. Leisure Suit Larry, Sierra and the Sierra logo are registered trademarks or trademarks of Sierra Entertainment, Inc. in the U.S. and/or other countries. HASBRO and its logo, TRANSFORMERS, the logo and all related characters are trademarks of Hasbro and are used with permission. 2007 Hasbro. All Rights Reserved. 2007 DreamWorks LLC and Paramount Pictures Corporation. CoverTones are impersonations, artist names are for information purposes only. This voicetone is an impersonation performed by a professional voice artist. It does not carry the approval or endorsement of the personality impersonated. © SEGA. All Rights Reserved.

KANE & LYNCH
DEAD MEN

WWW.KANEANDLYNCH.COM

OUT 23RD NOVEMBER

"Grittier and nastier in tone than anything you've seen before, the violence here is visceral, brutal and very, very real."
Official Xbox360 Mag

18

IO Interactive | eidos | PLAYSTATION 3 | Games for Windows | XBOX 360 LIVE

© 2007 Eidos Interactive Ltd. Kane & Lynch:Dead Men™ Eidos Interactive Ltd. Eidos and the Eidos logo are trademarks of the Eidos group of companies. IO Interactive and the IO logo are trademarks of IO Interactive A/S. All rights reserved. "PS", "PLAYSTATION" and "PS3" are trademarks or registered trademarks of Sony Computer Entertainment Inc. All rights reserved. Microsoft, Microsoft Games Studio logo,and the Games for Windows logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries. Microsoft, Xbox, Xbox 360, Xbox Live, the Xbox logos, and the Xbox Live logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries.

Made with love by

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!